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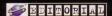
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We're Outta Here!

Saturn Mag No More!

he dreaming is over. There isn't any easy way of saying this, but this is the last ever issue of SEGA SATURN MAGAZINE we're planning to produce in any way, shape or form. It's one of the hardest decisions we've ever had to make, but unfortunately it's become inevitable.

we stuck with the Saturn all this time, even as the domestic market for the market for market for the market for the machine has collapsed around us. Despite retaining a loyal band of reaers, the bottom line is that the magazine no longer receives the advertising revenue required in order to make it a viable financial concern for our overlords here at EMAP.

We've done our best for the mag, never failing to make it 100 page packed with real excitement, but the simple fact of the matter is that for SSM to continue, we'd have to compromise.

that for SSM to continue, we'd have to compromise both the quality and quantity of the product. We certainly aren't going to follow the ways of our dearly departed competitors, gradually slimming down the pagination and lowering the production values of the magazine... and to be frank, it's just not the way we de things around here.

So what better way to go out than with a bang, one final Hurrah? In this, our final issue, we concentrate on the future of Sega gaming. With every passin month, Dreameast becomes ever more exciting - we interview Rizarre Creations.

exciting - we interview Bizarre Creation (whose game I'm tipping as the bestselling at the European Dreamcast launch), check out the awesome Resident Evil beater, Blue Stinger, and also examine details on a whole host of stunning new Dreamcast products.

Oh, and what with being called SEGA SATURN MAGAZINE we produce the end-pieces of all the tips coverage you've been following and check out Capcom's wares—their excellent Generations retro packs and of courise, the most cagerly awaited Marvel Super Heroes ve Street Fighter. Yeah, there's no doubting that it's another, perhaps' final, sad day for saturndom assembled, but it's been a coel ride while it lasted and we've had a great time producing this monthly tome of knowledge. Here's hoping we've kept you sufficiently entertained.

RICH LEADBETTER



RICH
"I know now why you cry.
but it's something I can
never do."



"Help me take this mask off..."
"But you'll die without it!"
"Nothing... can stop that now..."



"All those moments... will be lost in time... like tears in the rain. Time to die!"



"Diplomatic Immunity!"
"It's just been revoked."



"Of all the souls I've encountered in my travels, his... was the most... human."



WCK
"I'll take your f@*£ing
bullets...Uuugh... you need a
f@*£ing army to take me down"

"YOU EVER MET ANY RODY YOU DAWN KILLS" Editor Richard Leadbetter Deputy Editor Matt Yea Art Editor Jason McEvov Deputy Art Editor Nick Paterson Senior Staff Writer Lee Nutter

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EMAP Active staff and their families are prohibited from entering any SSM competition. The editor's decision is final and no correspondence will be entered in to.

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BACK ISSUES ENQUIRIES

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"WHO'S THE DICKHEAD NOW?"

Well, here we go... it's the very final piece of text ever written for the mag, so there's a few addimade SSM a cool read over the last few years... Here goes: Julian Rignall, Sam Hickman, Tom Guise, Eddy Lawrence, Dave Kelsall, Robert Bright Mark Maz and Mr Douglas Bone





Features

O6 Say "Hi!" to Naomi!

The arcade incarnation of the Dreamcast is finally revealed... not surprisingly it is quite awesome!

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Thrill to the latest info and incredible screenshots of this Japanese Dreamcast wonder!

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A look ahead to some of the dreamy games awaiting Dreamcast on its launch in Japan...

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It's coming to Dreamcast - the greatest Ouake game vet seen on PC. It's gonna be ace!

56 Bizarre Creations

SSM talks candidly with the Euro-coders behind the forthcoming Project Metropolis!

All the action of Resident Evil... but with next generation Dreamcast gameplay! Check it out!











Resident Evil's coming out for the Dreamcast... but will it be able to comprehensively out-quaff the marvellous Blue Stinger?

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Jamma Hot Sega's arcade excellence reveale

Exclusive JAMMA Show report First Naomi arcade games revealed! Check out these exclusive The House of the Dead 2 screenshots Dreamcast conversions almost certain

the recent 1998 IAMMA
Show in Tolyo, Sega
revealed a handful of new
the newly developed Namm board the
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racade variation of the Dreams chardware). The House of the Dead 2, Blood
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and Dynamite Baseball '98 astrounded
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press and public alike and should cause
quite a stir when released met vyer
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HOUSE OF PAIN

It was the highly-anticipated The House of the Dead a which stole most of the bead as which stole most of the limelight at the Sega-dominated JAMMA show. The sequel to AMú's incredibly popular arcade and Saturn light-gun biaster maintains the same perspective, storyline and style of play as its predecessor, but has been given a complete make-over to make full and proper use of the vastity powerful Maorithous The Marchael Completer and sometimes of the startly powerful Maorithe and Saturn Saturn

the original The House of the Dead, the zombies would simply flash and disappear when shot, but now disintegrate into a pool of bubbling green sludge for the flashier sequel.

It's also worth mentioning that AMI previously stated in an interview with SSM that there are many elements the development team was unable to incorporate in the first HotD game, but are planning to include in the sequel. Outle what these new features are isn't. yet apparent, but we'll know for sure when The House of the Dead 2 is released in Europe early next year.

BLOOD BULLET

The other game in the lucrative The House of the Dead franchise to make an appearance at the JAMMA Show was the provisionally titled Blood Bullet: The House of the Dead side story. Also running on the obscenely powerful Naomi arcade board, the game appears to be an





A There are three characters to choose from, each with suitably ridiculous names.



Naomi: So Goodie

Turn the page for more Naomi info! PAGE 08

Dreamcast Info!

Pictures of the mythical E3 demos: Finally! PAGE 10

More Arcade

New coin-ops from AM1 and AM₃ revealed! PAGE 12

New Game

Bizarre's second 128-bit game: details! PAGE 13



▲ Expect an arcade-perfect version of The House of the Dead 2 on Dreamcast next year.

amalgam of The House of the Dead, AM2's Spikeout and Resident Evil. Cast as one of the investigative agents, players are given the full freedom to manoeuvre their on-screen characters around the highly detailed 3D environments, blasting the continual onslaught of decomposing zombies. But where Blood Bullet differs from the other titles in the HotD series is that the former

requires players to overcome basic logic puzzles to progress further into the game, much the same as Resident Evil. Quite what this involves and how well it will work in an arcade game remains unknown at this time, but with AM1 at the helm it's sure to be awesome!

DYNAMITE BASEBALL '98 The third NAOMI arcade game to be



Official artwork from Blood Bullet gives you a vague impression of what to expect.



As with the first HotD, each of the bosses have a weak spot for you to aim for

The House of the Dead 2 astounded members of the Japanese press and public alike!

revealed at the JAMMA Show was Dynamite Baseball '98, though only videotape footage of the game in action was present at the JAMMA Show. The arcade sports sim is the sequel to the popular Dynamite Baseball coin-op and is likely to feature a whole variety of improvements over the Model 2 original



▲ The hero of Blood Bullet - Stick Breitling.



▲ The token female character, Linda Rotta(!)



▲ Not sure who he is. Shaft maybe?





NAOMI SPECIFICATIONS

Does this look familiar? By golly it should! The Naomi specs are identical to the home Dreamcast's! The only difference is in the area of memory - the arcade board has twice as much. However, porting Naomi games to Dreamcast will be no problem whatsoever!

CPU: SH4 RISC CPU with 128-bit graphics engine (200MHz 360 MIPS/1.4 GFLOPS) GRAPHICS ENGINE Power VR

Second Generation
SOUND ENGINE: Super intelligent
sound processor with 32-bit RISC
CPU (64 channel ADPCM)
MAIN MEMORY: 32MB (64M-bit

SD-RAM x 2) GRAPHIC MEMORY: 16MB

MEDIA: ROM board
COLOUR: 16,77 million colours
CG: Bump-mapping, fog, alphablending, mip mapping, tri-linear
filtering, anti-aliasing, environment mapping, spectacular effect

ment mapping, spectacular effect GAME PORT: Conforms to the current JAMMA Video Standard (JVS) EXPANDABILITY: Planned to conform to CD-ROM (option)







のたる 課題日本火災 X FU



▲ Zombies don't just flash and disappear when shot in HotD 2. Oh no. They melt into a bubbling puddle of green sludge. Pretty cool, huh?

Given that Dynamite Baseball '98 is running on the Naomi hardware, it's almost
certain that a
Dreamcast conversion will be
forthcoming in the not too
distant future. Which will certainly
please the Yanks. Darnn them.

INTRODUCING NAOMI

Possibly the most exciting news to emerge from the JAMMA show is that Sega's R&D divisions have all but abandoned Model 3 in favour of the more powerful Naomi

arcade board is basically a carbon copy of the Dreamcast hardware (albelt with more memory) and as such should facilitate perfect breamcast conversions with relative ease. This is especially interesting when you consider that Sega is licensing the Namon board to hird party developers, meaning

board. The newly developed

There are already 20 software developers producing games for the Naomi board!

even more Dreamcast exclusive arcade conversions. According to Sega, around 20 software developers are producing games for the new arcade board, amongst them such reputed companies as Capcom, Jaleco. Treasure and Tecmo (see this issue for exclusive Dead or Alive 2 information and screenshots)

VMS COMPATIBLE

Also of note is that the much rumoured VMS compatability has come to fruition with The House of the Dead 2, Blood Bullet. The House of the Dead 3 flood Dullet The House of the Dead side story, Dynamite Basebail '93 and all future Naomi titles being compatible with the mityl little device. The implications of this are huge-you'll be able to save game data from your Dreamcast onto the VMS, then upload the data onto Noami aracde machines, or vice versa.

Noami arcade macnines, or vice versa. We're expecting Noami powered arcade machines to start appearing in Europe early next year. The House of the Dead 2 is the first of the bunch, with Blood Bullet and Dynamite Baseball '98 to follow. We can't wait! But obviously we're going to have to.





Bizarre Creations Reveals New Game!

ust as SSM went to press for the final time, we received word from Bizarre Creations that the firm is currently working on a SECOND Dreamcast project alongside the muchawaited Metropolis (see page 56).

According to Bizarre, Project Furballs is a uniquely styled cartoon action shooter, blending third person perspective shooting action with challenging puzzle gameplay! The eponymous Furballs themselves are in fact six cute animals all with nerves of steel. Each Furball has unique weaponry and skills needed to tackle the myriad levels.

The game hasn't been signed to a specific publisher at this time and is still only six months into development. It should be released in the second guarter of the year 2000.



Official Saturn Repairs

Silvergun and you're gagging for to boot it up. But horror of horrors,

the mighty Saturn is capable of happen, give Deith Leisure a call ution and maintenance of Sega's it also handles repair of all Sega home system from Game Gear and Pico through to the Saturn! in better These guys are the official repair-smiths for Sega, so should the worst happen, call 0181 336 1300 and ask for Sue Dickson, who'll be more than happy to get

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E3: Demos Exposed!

Exclusive images of Sega of America's E₃ Dreamcast demos ■ Incredible custom hardware effects' exposed and indeed explained! ■ Sonic's very first Dreamcast "appearance" revealed!

his month, SEGA SATURN MAGAZINE has managed to get hold of exclusive images of early Dreamcast technical demos, first sighted at the E3 show in May. Running on Set Two development kits (approximately 20% power of the finished machine), each of the four demos were created to demonstrate to prospective developers a specific aspect of the powerful Dreamcast hardware. Though not quite as impressive as the more recent European demos (or indeed actual games), the demos serve as an impressive indication of what to expect next Autumn. It's also a good series of demonstrations showing off the various technical capabilities of the PowerVR second generation 3D graphics chip that's at the heart of the Dreamcast (as well as the new Naomi arcade board). It took us a lot of effort to get these pics, so enjoy the whole damn lot of them!

THE ANIMATION DEMO

a room, with a blazing fire heating a stove, on top of which is cooking pot. The main focus here is on the particle system, which animated flames on the fire and the steam rising from the stove. With this demo you could see the scene in wire frame if you so chose, showing that the fire consisted of 200 polygons, all individually textured to look like fire - this wasn't just one polygon with a fire texture map. Additionally, as the water boiled in the pot, steam rose, and again this was all an intricately animated series of polygons! Remember that however cool you may think this demo is, it's running on the Set Two Dreamcast development kit, working at approximately 20% of the machine's full power!









▲ The particle effects on the stove form a dinosaur-like figure. Lovely jubbly!



A Pop-up? Clipping? We don't think so - this demo shows off the sheer 3D polygon-pushing power of the mighty Dreamcast!

THE POLYGONS DEMO

he first E₃ Dreamcast demo depicted a lush 3D landscape next to a lake, with a boat house on stilts on the shore. The water was composed of thousands of undulating polygons, with stunning translucency effects. Beneath the water, pillars were rendered, distorting according to the movement of the water. The demo is then taken far up into the air, looking down through the cloud layer. You can see EVERYTHING here, there is no clipping, or fogging whatsoever. Conversely, you could also go under water, looking up to see the world viewed as it would be with the appropriate distortion effects, alpha-blending being used for the spectacular visuals.



A Fogging as it should be used.



THE TEXTURES DEMO

he second demo takes us into a richly detailed room with a portrait of Sonic the Hedgehog on the wall. You could closely examine the walls of the room and the closer you got, the more detailed the wallpaper became, with none of the blurring which you get with the N64. The room also featured a wooden bunk bed, with ornately textured woodwork. After that you zoomed in on the lace drapes of the bed, the view altering to reveal that the entire room was still being rendered in addition to the stunningly detailed sheet. Also in this room was a bowl polygons per second, on a par with the PlayStation's top level of 3D performance... and this was just one detail in the overall room!













We're certainly impressed by the quality of the texture maps, aren't you's





THE LIGHTING DEMO he fourth Sega of



▲ Zooming in on the wallpaper! Yowzers!



America Dreamcast demo shown at E3 is of a room with a waterfall flowing into a basin. This is to illustrate the incredible light rendering powers of the Sega Dreamcast. Specular lighting is used to pick out the small waves on the water's surface, but the real highlight is the new, so-called Modifier Volume, which is a hardware technique that takes light and "hugs" it over an area of polygons. The main example here showed light coming in through the room's window, passing over the waterfall, lighting the floor and wall in succession - almost like a translucent drawbridge. The picture to the right should illustrate this quite well (even if it isn't the greatest picture on the lay-out you see before you).

The big news is that Dreamcast is the first 3D system to make use of this feature: not even the the topspec arcade boards (Model 3, Cobra etc) of the day can do this!





Arcade Overload!

Sega's arcade excellence exposed ■ Two new Model 3 coin-ops revealed ■ Check out these incredible new images and exclusive information

t's fair to say that it was Sega's newly developed arcade variant of the Dreamcast hardware, Naomi, which hogged most of the limelight at the recent JAMMA Show in Tokyo. But there were a couple of incredible new Model 3: Step 2 coin-ops in Sega's sizable booth which managed to turn more than a few heads.

DIRT DEVILS

The first coin-op to be unveiled was AM3's incredible Dirt Devils. The game itself is an off-road racer, similar to Sega Rally but with the emphasis being on bumper-to-bumper racing action rather than ultra-realistic precision driving. Players are given the choice of five vehicles, Desert Buggy, Baja Bug, Toyota Racetruck, Euro-Prototype and HumVee, each of which differ in terms of power and manoeuvrability. The latter of



▲ There are plenty of different vehicles.



A Dreamcast version would be cool

The Ocean Hunter is reported to have been one of the best coin-ops at the JAMMA Show.

these, HumVee, is also the sponsor of Dirt Devils, and so unsurprisingly is one of the best cars on offer. There are three tracks in total, from a simple off-road oval circuit to a junkyard figure of eight course and spectacular night-time circuit, which is said to feature incredible real-time light-sourcing effects. We'll be able to see for ourselves when the game is officially released in Europe towards the end of the year.

THE OCEAN HUNTER - The Seven Seas It may be a bit of a mouthful, but







▲ Blast the Hannerhead Shark with the cabinet mounted sub-machine guns!



A Erm... the title screen presumably.

AM1's The Ocean Hunter - The Seven Seas Adventure, is reported to have been one of the most incredible coinops at the recent JAMMA Show in Tokyo. The game itself is a shoot 'em up from the creators of the incredible The House of the Dead coin-op, only this time the action takes place underwater. Players take on the role of one of two young adventurers hunting a giant squid that is reputed to have



▲ More underwater blasting action killed over 364 humans and sunken 11 ships. Whilst searching for the squid, players are attacked by innumerable man-eating sharks, squid, eels and other such marine life - and it's your job to blast them out of the water with the cabinet-mounted sub-machine guns| So if you're into the mindless



slaughter of endangered species, check

out your local arcades later this year





▲ One of the enemy squid creatures.

GET YOUR ASS TO MARS (CONFECTIONA

up, you guessed it - it's that special time of year again when EMAP Images hosts the TWIX Junior Games Player of the Year tournament! There'll be Nintendo Official Magazine, PlayStation Plus and SEGA SATURN MAGAZINE challenges - our particular event concentrating on the splendid World League Soccer '98.

Defending his title will be last year's champion Alex Lieng. Says the d-pad daddio, "Being in the final last year was a great experience but winning was out of this world! I must admit it was a tad easy but this year I have a disadvantage - I'm hopeless at footie games - so it shouldn't be too hard to beat me. Winning Twix Gamesplayer of the Year made m



the one to beat at school, it has changed my life in a big way...' So it looks like the boy Lieng is looking at being taken down big time! But which of our video games warriors will do the dirty deed? Well in the absence of our magazine reporting the results, the only way you'll find out will be to get your ass down to the Virgin Megastore in Oxford Street, London on Saturday October 24.



▲ Can you beat Alex Lieng at World League Soccer '98? Then enter our cool Twix compo!

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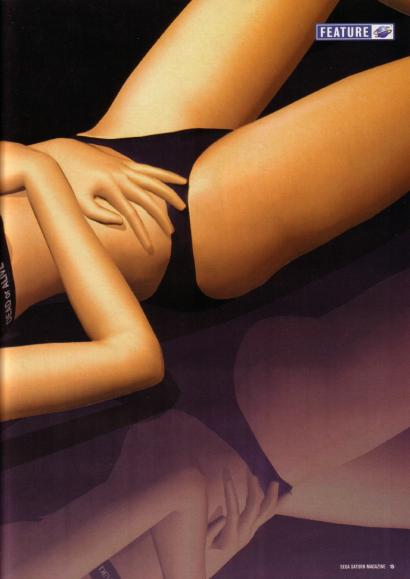
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!!!!ALL LINES ARE CONSTANTLY UPDATED!!!!



Laid Bare!

In order to celebrate its recent Dead or Alive ++ coin-op, producers lecmo arranged these "stimulating" renders of its stunning starlets! Get an eye-full of the habes then check out the first shots of Lead or Alive 2 running on the new Naomi arcade board expect to see a perfect translation to Dreamcast!















DEAD OR ALIVE 2

If any one has any doubts about the sheer 3D power of Dreamcast, just remember this: the technology is being used in the arcades to follow up Model 3 Step 2. There'll be no Model 4... the new Naomi board essentially uses the same 3D chip and central processor - just the memory is increased.

A mega hit at the recent JAMMA show, Naomi and Dreamcast are the future - a sentiment shared and preamcast are the future - a sentiment shared by Tecmo, who revealed the first work on Dead or Alive 2 on the new coin-op board at the event. From what we can gather, Dead or Alive 2 features the same lightning fast gameplay as the original (but enhanced of course). However, Naomi allows for a visual fidelity even more refined than the Model 3 title Virtua Fighter 3! Take a look at these screenshots and revel in the fact that this is the EXACT SAME 3D technology that runs the Dreamcast!



▲ Ayane looks astounding with Naomi graphics!



▲ Dead or Alive 2 could well usurp Virtua Fighter 3!



Check out the detail on the background scenery!







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ING SOON







mean, he's green and size-wise he's quite obscene! It's time yeal the latest work on Dreamcast Godzilla Generations! LEADBETTER reports.

emember when we first unveiled Godzilla Generations back in issue #35? It's hard to believe that it was only a couple of months ago that Sega of Japan revealed its first true, proper Dreamcast game. It was the first time we'd seen the 128-bit hardware in action on an actual game (as opposed to technology demos) and we were impressed.

Four weeks later, Yuji Naka revealed Sonic Adventure to us and we were forced to reappraise the Godzilla game. Yes, it still looked fairly cool, but next to the visual heaven that is Sonic Adventure, things started to be put into perspective. Maybe Godzilla Generations wasn't so cool.

Forget the past and rejoin us in the present. Sega has just

released new game details and a raft of new super-quality screenshots showing a near complete rendition of the monster title. And suddenly we're beginning to get just a little bit more excited again!

With final Dreamcast development kits now in the hands of all key coders in the Land of the Rising Sun, we're beginning to get a much better idea of what the team at General Entertainment are up to. And guess what - Godzilla Generations is looking a lot better.

RAMPANT DESTRUCTION!

The latest screenshots reveal a new DESTROY meter which mea-

sures the amount of urban carnage you've indulged in during the

Hmmm... seems to us that Godzilla Generations will end up being a 128-bit version of the classic Midway coin-op Rampage ... Fine by us!



Sega and General Entertainment believe that these cityscapes will be





dzilla gets busy causing mindless destruction!



Laser beam eyes can cleave their way through cities easily!



The Tokyo Tower is just one of the world famous landmarks represented in the game!

> game. Presumably the aim is to go for the 100% rating and lay waste to the entire cityscape. To achieve this end you can make use of any amount of Godzilla's various powers.
>
> Of course, being a 30 storey high mutant lizard, he's inhu-

manly strong and is likely to cause maximum damage simply by walking over (or into) buildings. Fair enough. However, the mighty beast can also put his fiery breath to good use by razing the city to the ground.

NOT JUST GODZILLA!

The screenshots revealed to date show that there are many different beasts to terrorise Japan with. In this feature you can see the classic and new Hollywood movie renditions of Godzilla as





BIG SCREEN MONSTER

This game isn't called Godzilla Generations for nothing you know! The game allows you to take control of several incarnations of the lizard-like behemoth, including the monster from the recent Hollywood version of Godzilla! The capabilities of each monster have yet to be revealed, but it's pretty obvious that taking control of the movie monster will be a completely different experience to say, controlling Mecha-Godzilla. Let's hope that there's some sort of appearance from cartoon comedy icon Godzooky...



well as his "Mecha" incarnation. It's believed that more beasts are also controllable... however, their identities remain shrouded in mystery at this time.

DEFEND YOURSELF

You can't just expect Godzilla to roam the cities unchecked, causing utter mayhem! In the game, the monster finds himself at the receiving end of aggravation from the G-Force - Japan's elite defence



▲ Okay, so the cars aren't mega-detailed, but what the hey?

REAL LIFE CITIES

Japanese at least!) is that players are able to take control of their monster and lay waste to real life cities. The lads and lasses at General Entertainment have taken great pains to replicate the urban environments quite meticulously. The pics shown here reveal their interpretations of the Shinjuku area in Japan. Being Japanese, we're obviously not the best people to judge whether these cities are a good enough representation, but we'll enjoying demolishing





them none the less!





Despite not using anywhere near the full

potential of the Dreamcast hardware, Godzilla Generations still looks most promising indeed!

as an alternative to Godzilla himself?

TOO MANY QUESTIONS

Questions... questions... questions... So many remain over what Godzilla Generations is actually about and whether it'll stand up in a line-up consisting of Sega Rally 2, Sonic Adventure and Virtua Fighter 3. Expect some answers from the Tokyo Game Show on October 8 and indeed Sega's own New Challenge Conference Part Two, which takes place a few days beforehand. Regardless, this game is now looking very cool indeed, and despite it being just a first generation Dreamcast title, it should stand out as a fine game. After all, General Entertainment's staff includes team members behind the likes of NiGHTS, Sega Rally and Panzer Dragoon... a decent seal of quality if ever there was one.

Massive levels of destruction is exactly what this game is all about. But will it have enough depth?





nice close-up of Mecha Godzilla's crotch (right). Only on Dreamcast!

forces. All manner of way-out military weapons designs are realised in the game, and all of them are gunning for 'Zilla's scaly ass!

play in the game. From what we've gathered so far, this game looks like a 3D rendition of the classic Rampage coin-op. Will we

get to see the likes of Mothra rearing their particularly ugly heads in Godzilla Generations? Or do you just get to control them

The question also remains... what part do Godzilla's enemies

GENERAL-LY BUSY

Godzilla Generations is being put together by a team that regular readers of SEGA SATURN MAGAZINE should remember. Despite being a fairly new company, these coders are in the thick of all Dreamcast development, having programmed the Godzilla VMS game. However, more significantly, the team is also busy programming the race game Pen Pen Trilcelon, which debuts with the launch of the Dreamcast on November 27 in Japan. Expect to see some level of cross-over between the Dreamcast ing play and according to General Entertainment, you should see the difference...







of their cityscapes and their monsters, but adding to the over-all atmosphere is the sheer amount of detail employed in the environments. This picture shows that the firm is keen on adding in plenty of moving objects for Godzilla to crush underfoot. The cars, trucks and buses look decidedly lacking in detail compared to the monsters, but this shouldn't really affect the enjoyment of the game itself - they're just there as the Godzilla equivalent of cannon fodder. Besides, the military hardware employed against you looks far more impressive.





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Third party Dreamcast games are coming thick and fast now. The latest and possibly greatest of these is Blue stinger, a real-time Resident Evil clone from the creators of Dark Savior. LEE NUTTER reports.



Boasting a gripping plot, incredible visuals and enormous monsters, Blue Stinger is shaping up to be the must-have title of this year!







s we exclusively revealed in the previous issue of SEGA SATURN MAGAZINE.

Capcom is poised to make a huge announcement any day now regarding its forthcoming Biohazard game (Resident Evil for the European gamer) for the Dreamcast. Being enormous fans of Capcom's classic horror titles, we have to admit that the prospect of a Dreamcast version gets us very excited indeed. Think about it -enormous 3D environments to explore, zombles so detailed they actually grimace when shot, no irritating loading times between senses... it's gonn be a wesomed The problem is though, Dreamcast Biohazard is probably at least another year away.

Into the fray steps Climax Graphics' stunning
Blue Stinger, an incredible new action/adventure title for Dreamcast which has the potential
to steal Capcom's thunder. Boasting a gripping B-movie storyline,
incredible visuals and enormous screen-filling monsters, it's shaping



● 1998 SEGA, CLIMAX GRAPHICS SEGA SATURN MAGAZINE 25



Stinger is determined by how well you get to grips with the various weapons.













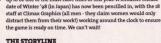




▲ There's plenty of free advertising for Sega.



>> up to be one of the must-have titles of this year. A tentative release date of Winter '98 (in Japan) has now been pencilled in, with the 18 staff at Climax Graphics (all men - they claim women would only





A From what we've seen at this early stage in development, Blue Stinger looks sure to be a massive success!

Picture the scene. The year is 2000, the start of the new millennium.

An enormous earthquake rips through the heart of Mexico, devastating the entire region. As the good citizens of Mexico struggle to rebuild their shattered lives, a small island off the Yucatan Peninsula emerges from beneath the rubble, which the authorities decide to name 'Dinosaur Island'. The US and Mexican governments launch a cooperative investigation to learn more about this mysterious island, sending an elite team of geologists to study the island's features. The team never return and their findings remain unknown. The joint governments deploy a second team of biologists to uncover the secrets of Dinosaur Island, but they are to suffer the same fate as the team before them. In light of the disappearance of the two investigative teams, the respective governments decide to publicly abandon the research project and the whole unfortunate incident is soon forgotten.





▲ Imagine this running in hi-res and at 60 fps... it's gonna be awesome!

The year is now 2018 and all is not well in the Yucatan Peninsula. It would appear that investigations into Dinosaur Island have been secretly carried out over the last 17 years. In fact, the number of investigators on the island is so large that the authorities even created a small self-sustaining town on the island to house all of the staff. But their quiet life came to an abrupt end when strange creatures began to invade their town. Clearly there is more to Dinosaur Island than what was first thought...

I WANNA LIVE ON DINOSAUR ISLAND

Despite releasing a deluge of mightily impressive Blue Stinger

It's only when you see the game running in all its hi-res, 60 rps glory that you realise what an incredible leap forward Blue Stinger is.



▲ Pictured above is the napalm gun, just one of the many hi-tech weapons of offer.



▲ Sparks ricochet off the wall as you blast a monster with the shotgun. Pretty cool, eh?





screenshots, Climax Graphics has remained very secretive about the actual nature of the gameplay. But here's what we've managed to uncover so far - the game is best described as an action/adventure title, similar to Capcom's Resident Evil series of games. Players take on the role of Eliot G Ballade, an ambitious young member of the ESER (Especial Sea Rescue) and go off in search off answer to the many questions surrounding the sudden appearance of the mysterious creatures on Dinosaur Island. From here the gameplay is basically broken down into three major components, exploration, battle and puzzle solving.

The exploration element of Blue Stinger is one of the aspects of the game the developer is most proud of, Climax Graphics has exploited the unparalleled polygon processing capabilities of the Dreamcast hardware to create an enormous and life-like 3D environment for players to explore. Shops, banks, arcades, hairdressers, restaurants, amusement centres, a night club, offices and a cinema are just a handful of the locations to explore. But unlike Resident Evil, where one location is linked to another in a very linear fashion, Blue







▲ Though relatively little is known about Blue Stinger, there's already an incredible amount of excitement on the internet about the game.

Stinger gives players the full freedom to explore wherever they want, whenever they want.

Whilst exploring the vast environment, it's likely that you'll come across one of the innumerable monsters that have come to exist on >>

CHARACTERS

Blue Stinger has four main characters who come together to find out the secrets of Dinosaur Island. Each have different abilities which come into play at different points in the game.



Name: Eliot G Ballade

Age: 28 Sex: Male

Eliot is described by Climax Graphics as the hero of the game. He's a hot-blooded member of the ESER, enthusiastic and dedicated to his job as a rescue official, though he is know to have a troublesome personality.



Name: Janine King

Age: 24 Sex: Female

Janine was formerly a member of the ESER, recruited at the tender age of 16. She is now involved with the investigations into the island, working at the Dinosaur Island branch office of Kimura Security and Guards.



Name: Dogs Bower

Age: 43 Sex: Male

Dogs is the captain of a transportation ferryboat which links Dinosaur Island to the mainland. Before he came to work on the ferryboat, Dogs was a serviceman involved in the original investigations into the island.



Age: Unknown

Sex: Female

After a strange event which occurred on Dinosaur Island involving Eliot, a mysterious creature began to follow to him around. The creature's name is Nefflin, though very little else is known about it or its relation to Eliot.





Blue Stinger is best described as Resident Evil in real-time... only far, far better!



Dinosaur Island as a result of the earthquake 17 years previously. Your success from here is dictated by the weapons you've managed to locate and your ability to select the right one for the task at hand. So for example, the shotgun has a wide pellet dispersal and so is great at taking out the smaller monsters at close range, but is relatively ineffective at disposing of the bigger monsters. The more hitech weapons however, such as the bazooka, napalm gun, laser gun, plasma rifle, electric gun and mystical energy sword (almost like a light sabre), are each capable of wreaking massive carnage, but also have their own limitations.

However, it's important to remember that there's far more to Blue Stinger than all-out blasting action. There's a vast puzzle-solving element to the game, requiring brains rather than balls-out bravado to succeed. This is generally thought to follow in the pattern of Resident Evil, with puzzles involving locating certain items, unearthing clues and pulling levers to activate elevators and so on.





▲ Each of the locations are incredibly detailed and realistic.



EVE CANDY

Clearly the focal point of Blue Stinger are the fantastic visuals. Climax Graphics is working tirelessly to create a visually impressive and realistic 3D environment for players to explore, hence the unparalleled level of detail lavished upon the game. There are billboard posters on the walls, graffiti in the toilet and neon shop signs all along the streets. Everywhere you look (and that includes the floor and the ceiling) there's always a rich level of detail in everything you see.

Now if this wasn't enough to encourage the sentence 'Bloody hell, that's amazing!' to blurt out of your mouth, maybe these little tidbits of information will. Unlike Resident Evil and its ilk, where the environments are pre-rendered and take an age to load up, everything you see in Blue Stinger is generated in real-time. All the more impressive when you consider that the game is running in ultrahigh resolution and at a rock-solid 60 frames per second! Only Dreamcast can do this.

HOLLYWOOD CREDENTIALS

With the Dreamcast hardware being sufficiently powerful to produce movie-quality audio and visuals, it's hardly surprising that Climax Graphics is recruiting top Hollywood talent to work behind the scenes on its forthcoming action/adventure title. According to













MING SOON

















▲ More bazooka action in the local cinema.

▲ Expect Blue Stinger to be available at the European Dreamcast launch next Autumn.

the Japanese developer, the character and monster designs in Blue Stinger have been created in part by Academy Award winning Robert Short, notable for his work in a handful of top Hollywood flicks, amongst them Beetlejuice. Also of note is that Pete Von Shawly (story board writer for Mask, Mars Attack, James and the Giant Peach and others), created the story board for Blue Stinger in addition to lending his movie expertise to the camera work and cutting. With such respected Hollywood talent working on Blue

Stinger, it's difficult to see how the game could be anything less than a massive success!

WHO IS CLIMAX GRAPHICS?

Some confusion has already arisen on the internet as to who exactly Climax Graphics is, given that there are a handful of similarly monikered software developers around at the moment. Just to clarify the situation, Climax Graphics is the developer responsible for

Everywhere you look in Blue Stinger (including ceilings and floors), there's always a rich level of detail in everything you see!





A There's even blinkin' graffiti on the walls. How's that for attention to detail, eh?

■ When you see these enormous monsters stomping down the street. you simply won't believe your eyes!



▲ The Japanese launch of Dreamcast is scant few weeks away now. We can hardly wait!















▲ Check out the incredible lighting effects in Blue Stinger.

such RPG classics as Land Stalker, Shining in the Darkness and Dark Savior. More recently the developer has been keen to digress from its RPG roots and branch out into other popular genres, with the PlayStation driving game, Runabout, and of course, Blue Stinger. The latter marks Climax Graphics' first foray into the realms of 3D adventure and by all accounts should prove to be a resounding success.

The long wait for Dreamcast Resident Evil might not be so hard after all.

DREAMCAST PAD CONCERNS

Though details of the actual game are fairly thin on the ground at the moment, Climax Graphics has released information on how the Dreamcast pad is used in conjunction with Blue Stinger. The analogue stick is used for the directional control, allowing for smooth movements with pinpoint precision, whilst the four front-mounted buttons are used to rotate through the weapons and attack. The camera is controlled by the computer and has been implemented in such a way to give players the best and most dramatic view of the action. Usually it will follow players from the rear, but it will move





▲ We've already reserved ourselves some copies of this incredible game.

accordingly when certain situations arise, much the same as Sonic Adventure for that matter.

FIRST IMPRESSIONS

The incredible screenshots you see adorning these pages arrived courtesy of Sega Europe and thus we haven't had the opportunity to actually sample Blue Stinger for ourselves. Nevertheless, from the















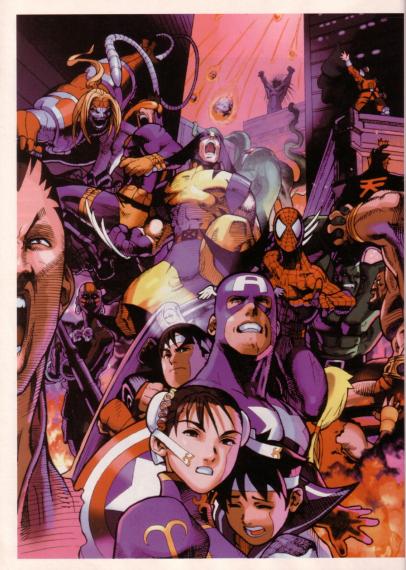
scant few details we've received and the visually astounding screenshots released, the universal response from our colleagues here at EMAP Towers has been one of overwhelming enthusiasm. But as with Sonic Adventure, the static screenshots really don't do the game justice. It's only when you see it running in all its hi-res, 60 frames per second glory that you can fully appreciate what an incredible leap forward Blue stinger is. Or at least that's what they tell us.

NEXT MONTH...

Erm... we won't be here next month (sniff). Nope, we'll be down the DSS office collecting our Giro cheques. So there'll be no more Blue Stinger coverage I'm afraid. Not in SEGA SATURN MAGAZINE anyway. Hopefully our former friends and colleagues on CVG will pick up the slack where we left off. Or you could take a trip to www. game-online.com for all the latest DC news. No promises mind.











arcades to an import Saturn near you comes in-op conversion, Featuring your layourite comit orld warriors, this will rock! MATT YEU reports.

f you read last issue's exclusive interview, you'll now know that Capcom intends to stick with Sega's Saturn for some time to come. In fact this talented third party developer has always been one of Sega's staunchest allies and has provided such classic 32-bit thrills as the Street Fighter Alpha series, X-Men: Children of the Atom, Megaman and many, many more.

Of course it's no coincidence that the Saturn just happens to be THE machine for handling quality 2D coin-op conversions. Gamers have always respected the console's real strengths even when the rest of the world went 3D crazy and Capcom has been converting its impressive library of popular 2D beat 'em ups to



🛦 Hulk vs Akuma? This should be a very short fight, all things being equal. 🗎 🛦 Wolverine - the perennial cheesemeister!





Yup, X-Men vs Street Fighter was very cool indeed - but let's face facts, we want to see the Hulk, Spider-Man and Captain America take their chances against Capcom's finest!

the Saturn for while. This month sees the much-anticipated release of Marvel Super Heroes vs Street Fighter, the latest title in the company's mix 'n' match series which combines the Marvel's comic book characters with Capcom's very own world warriors. Essentially an X-Men vs Street Fighter upgrade, this latest outing features the same over-the-top tag team action and screen-hogging special moves as its predecessor, but isn't quite the gaming leap that Marvel vs Capcom is.





▲ The special moves in the game look amazing!





Special moves like the Maximum Spider return in this new game.



The most obvious gripe that must be levelled at MSH vs SF is

Capcom's puzzling choice of selectable characters. Instead of

including new Marvel and Street Fighter characters, the com-

pany has simply recycled those that appeared in previous



Perhaps this is too similar to the last Marvel/ Capcom crossover even apocalypse has been exhumed to torment gamers again!

LEGENDARY HEROES UNITE AGAIN!

Capcom even brought back characters like Omega Red from X-Men: COTA!





games. While that crime is heinous enough, the fact that the game's roster includes the likes of such second rate zeros as Blackheart, Shuma Gorath and Dan simply adds insult to industry. However, the remaining line-up remains reasonably strong with Marvel big guns Cyclops, Captain America, Hulk, Spider-Man and Omega Red taking on Capcom's finest, Ryu, Ken, Chun-Li, Dhalsim, Zangief, M Bison, Akuma and Sakura. That's not a bad line-up, but you can still only look at sequel Marvel vs Capcom and sigh in envy.





STREET FIGHTERS



Much improved since his appearance in X-Men vs Street Fighter, Ryu now boasts a new Super Move. Shorvukens (fireballs) push opponents away and his Vacuum Shinkuu Hadoken sucks foes in for maximum damage. Still one of the most playable Capcom characters.



SAKURA Probably the biggest

change since Street Fighter Alpha 2 is that all of her special moves may now be performed in the air, and her Dragon Punch goes through fireballs! Her best combos and Supers are strictly groundbased, which fits the First Disciple of Ryu perfectly.



DHALSIM

There is little most fighters can do against a good Dhalsim player besides super jump and hope for an opening. He now seems a lot faster since the gameplay is slower. His 'keepaway' tactics are harder to break since he can now perform his Yoga Inferno



M BISON (VEGA)

Bison is pretty much the same guy he was in X-Men vs SF. Still has more moves and combo variants than any other character and using all of these attacks to confuse opponents is a necessity. Overall, Bison is still a good character, but with an evil Marvel equivalent, the magic is lost...



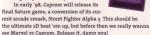
DAN

Still a misunderstood character yet one that has so much potential. In the right hands Dan is lethal, with powerful throws and hard-hitting attacks. However, for many he will always be the butt of endless "Ryu clone" jokes and his wisecracking sense of humour doesn't help.

MORE 4MB ACTION TO COME!

Okay, so we won't be around to give you the lowdown on Capcom's next Saturn fighters, but believe us when we say they'll still be well-worth buying. Following MSH vs SF in October will be the long-awaited Dungeons & Dragons Collection in November. This two CD set features spot-on conversions of both sidescrolling 2D scrappers, with the second disc

utilising the power of the 4MB RAM cart.







NEW MOVES FOR OLD CHARACTERS

Obviously, to balance out the completely over-the-top gameplay and almost constant use of Supers employed by the Marvel characters, the Street Fighting crew have been enhanced and now boast a number of new and improved moves. All characters are capable of pulling off mid-air combos and specials although, as in X-Men vs







Essentially, this new title is just X-Men vs Street Fighter but with a switch in character

rosters... but it should still be cool!

Street Fighter, Super Attacks must be performed on the ground. Just wait until you see the Hulk's Flaming Gamma Crush, Zangief's Final Atomic Buster and even Dan's super lame Shinkou Gadou-Ken (a pebble-sized fireball that does next to no damage).

As with X-Men vs Street Fighter, basic gameplay remains unchanged as players select two characters and enter a tag team battle against other opponents. With fights taking place over one extended round, players use their fighting prowess, and the ability to switch between characters by simultaneously pressing HP + HK, to whup the opposition before taking on



GOUKI (AKUMA)

Still very formidable in the hands of a master. Gouki lacks many of the cool moves he had in X-Men vs Street Fighter (his double air fireball, his counter, and his neck throw), but there's no denying his raw power and skill. However, be careful when using him against the game's penultimate boss. Cyber Gouki.



ZANGIEF

A master of grappling techniques, he comes to the world of MSH and incredibly is almost as strong as the Hulk! That said, in a chain combo game, it is hard for Zangief to get close enough to opponents to really do some decent damage. Team him with Marvel's jolly green giant for Super Combos galore!



In a surprise move, Capcom has actually radically altered the abilities of one of its most popular characters. All of Ken's Dragon Punches now flame, his Hurricane Kick arcs up at 45 degrees, and his new Super from SFIII sees him dashing forward with four kicks before taking opponents up into the air for a ten hit vacuum hurricane kick.

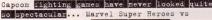


CHUN-LI

Weakened for this outing, but still an incredibly fast character. Her Spinning Bird Kick is now activated with a Dragon Punch motion, her fireball is faster than in X-Men vs SF and her Lightning Kick is still great for corner trapping novice players. Basically the same as she's always been.

COMING SOON





Street Fighter has awesome graphics!

the might of Apocalypse himself.

While standard moves are performed with traditional Street Fighter poytick and button combinations, MSH vs SF also employs other Capcom gameplay features for experienced players to attempt. These include the ability to perform an Advancing Guard (press all three punch buttons to push away an opponent while guarding), Safer-Falls/Fiselx Away (press toward and any punch to land on your feet or push away when grabbed) and Super Jumps (fap down then up to leap twice as high). The



▲ The Hulk gets mediaeval on Blackheart's ass... his attacks are even more spectacular to behold than they were in Marvel Super Heroes!





▲ This'll be a very cool conversion for the Saturn, no doubt about it!

Super Jumps in particular really open up the possibilities for mid-air combos and special attacks with players pulling off all sorts of outrageous moves before hitting the ground.

THE DEVIL HIMSELF: CYBER-GOUKI!

While Apocalypse himself is certainly a major pain in the butt, he is by no means the final boss in MSH vs SF. With his laboratory in ruins and his experiments destroyed, Apocalypse

MARVEL SUPER HEROES



CYCLOPS

A super-cheap character usually chosen by novice players. On the plus side, nearly all of his moves cause plenty of damage and he makes the ideal tag team partner. His Mega Optic Blast is still a visually impressive move and has the potential for causing 40+ hits!



SHUMA GORATH

This demonic dimension destroyer has been significantly weakened in MSH vs SF. His move and Supers merely chip away at opponents, whereas his real strength comes from throws. It's unlikely you'll ever use Shuma gorath, but be aware of his close range attacks when fighting against him.



CAPTAIN AMERICA

For some reason Capcom has decided to make Cap the slowest fighter in the game. In fact players who selected the shield-slinger in MSH will have to alter their timing and combos accordingly. However, after the Hulk and Zangief is definitely the strongest fighter in the game.



BLACKHEART

Just like Shuma gorath, Blackheart has lost a lot of strength since his MSH days. Timing and patience are now required to get the most out of this Hell-spawned nightmare. Just be careful: Blackheart's specials and Supers take so long to activate that fast fighters will really kick his evil butt.

COMING SOON





Ken vs Black Heart... hmmm, another short fight were it to occur in the comics! Sakura vs Apocalypse would be good for a laugh too!



A Dan's got a whole new set of taunts for Marvel vs Street Fighter.

dispatches his greatest creation, a melding of man and machine: Cyber-Gouki! Looking strangely like the robotic Zero Gouki in Cyberbots, this nightmare fighters uses some incredibly powerful and damaging moves to defeat players. Not only is he lightning fast, thanks to grafted bio-mechanical wings, but his Rocket Punch and Flaming Gou-Hadou Ken are particularly lethal. It's possible that Cyber-Gouki is a playable hidden character but Capcom is

HIDDEN CHARACTERS

As if 18 playable characters wasn't staggering enough, Capcom has also included the coin-op's hidden fighters in the Saturn game. These palette-swapped characters are worth discovering just because they're so powerful!

EVIL SAKURA

Imagine Evil Ryu in a mini skirt and you're half-way there. As her powers are now significantly boosted, this version of Sakura is capable of unleashing devastating horizontal fireballs as well as absorbing an opponent's fireballs. Using Evil Sakura's taunt raises her Super Level meter, just like Dan!

US AGENT

Just like the comic book version, US Agent boasts a black version of Cap's familiar star-spangled costume and shield, Faster than Captain America, US Agent is also capable of launching longer and larger combos. Fans of the original MSH Cap should prefer this version to the game's standard shield-slinger.

MEGA ZANGIEF

Possibly the greatest version of this hulking Russian wrestler. If zombie-like skin and bloodshot eyes aren't enough to scare opponents, wait until he unleashes his own Yoga Flame variant! Mega Zangief cannot jump or block, but does have permanent super armour.

MEPHISTO

Bit of a con this one. He looks nothing like his Marvel Comics inspired red devil counterpart, but is still capable of staggering attacks. His every move sets opponents on fire and even blocking fails to stop this pyrotechnic effect. Note: Unlike Blackheart, Mephisto's combos always hit and cause massive damage.

SPIDER-MAN IN SPIDER ARMOUR

Not a secret character as such, yet this version of Spider-Man is still impressive. His Spider Armour repels most attacks and is even capable of shrugging off many Super Moves! Note: Unfortunately, this particular Spidey lacks any truly damaging moves of his own.

SHADOW CHARLIE

A completely monotone version of Guile's best mate. Shadow Charlie boasts lightning fast combos and even a version of Akuma's Raging Demon. Note: When selecting this hidden character, M Bison's silhouette appears in the background hinting at Shadow Charlie's evil origin!





WOLVERINE

The combo king. Wolverine is truly the master of stringing specials together for maximum impact. His Weapon X and Tornado Claw moves are guaranteed to impress your mates and his ability to stop most Supers with just a simple jab is really frightening!



Following hot on Spider-Man's heals, Omega Red also combines speed, power and distance attacks. However, gone is his annoying infinite combo and his Omega Destroyer fails to cause the massive amounts of damage it did in X-Men: COTA. Team him up with Bison for some stunning Supers.



Add Super Armour to his impressive strength and the Hulk is in a league of his own. In fact Marvel's green goliath is so strong that even normal attacks drain energy from blocking opponents! Unfortunately, the delay time on his Gamma Crush Super gives players plenty of time to unleash a counter.



SPIDER-MAN

Fast, powerful and hard to hit, Spidey is still our favourite Marvel character. At home both on the ground and in the air, Spider-Man combines all-round fighting skills with moves taken straight from the comic books. His new Crawler Assault Super is a dizzying multihit assault that's extremely strong.



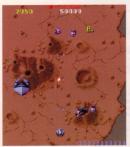
ВУ	CAPC	М	
RELEASE	OUT N	ow	PLAYERS
HARDWARE	PRICE	IMPORT	1
N/A	STYLE	RETRO	

This month we review the first two entries into Capcom's excellent Generations series... and since we've already checked out volumes #4 and #5, why not preview the bizarre quad-game third volume?

Generation Vol 3

VULGUS

Capcom returns to familiar territory with a vertically scrolling shoot 'em up based on an alien wasteland. There are absolutely no surprises here save for the fact that as well as constant vertical scrolling, there's also push sideways scrolling thrown in too, which does help to expand the play-field quite significantly.



ere at SEGA SATURN MAGAZINE it can't have escaped your attention that we kind of like Capcom. Maybe it's because it's just about the only company that doesn't compromise when it come to Saturn conversions. Maybe it's just because it hasn't left the Saturn up Slack Alley when everyone else has Saturn up Slack Alley when everyone else has offered it. On the other hand it's probably because for over 3 years, the firm has consistently produced coin-ops of an absolutely brilliant quality - hence our coverage of the company's Capcom Generations retro series.

Capcom

We've covered all bar one of the packs- volume ig/mostly because getting hold of the games has proved to be quite a trial). This quartet of arcade conversions is an odd collection - none of the games are especially well remembered when compared to the likes of Mercs, Street Fighter 2 and Chouls' n' Chosts - but they are noteworthy in that they repre-



▲ SonSon: it's really, really simple, but fairly funsent an insight into the very earliest days of

Fans of Capcom's later title Don't Pull should be instantly at home with the oddly-titled Higemaru.

HIGEMARU

Ever heard of this one? Nope, neither had well thowever, this maze game actually has a great deal in common with Don't Pull- one of the trio of games featured in the later three Wonders arcade title (also available on import for the Saturn). The alm is simple - you are a no doubt sally seaman, whose ain in life is to rid the decks of his galleon of pirates. This is achieved by lobbing barrets and such-like at them. It's a simple game, yet strangely compelling. — and probably the best on the pack! Strange but true, this game is actually reall yead foul.



▲ The basics of successful barrel-rolling are sorted out in the first stage of Higemaru. What a thrilling shot!



Capcom's arcade development. This is probably the reason why this is the only Capcom Generations pack that features four games in its line-up compared to the three that all the others have. It has to be said that this pack isn't really going to convert any of video games newcomers to the Capcom cause. Titles like the afforementioned Chouls 'n' Chosts and Street Flighter a still stand proud as astounding games years after their release. Hell, even the dated Commando remains an excellent blast.

It's a bit unfortunate that no-one's really going to get fired about like the likes of Vulgus and Exed Exes (two average shooters) or SonSon (super-dated platform romp) and as for Higemaru... well, it's odd







that the most obscure title in the pack is actually by far and away the best game!

For completion's sake it might be worth getting a hold of this, but when the other Generations releases are so markedly superior, you probably won't lose any sleep over not owning any of these



▲ The sideways scrolling in Vulgus is pretty cool...



▲ "Bas-relief" graphics were all the rage in the eighties.



SonSon was widely converted onto 8-bit systems.

EXED EXES

Whereas Vulgus was fairly significant in its multiple use of scrolling, Exed Exes is noteworthy in that it's probably the first Capcom coin-op to use parallax scrolling. Astounding! Otherwise, this is bereft of invention or surprises - Exed Exes is effectively 1942 with a futuristic facelift. This isn't exactly the best game Capcom ever produced.



▲ Neither Exed Exes or Vulgus are truly thrilling blasters.

We can finally reveal details on the most **obscure of Capcom's Generations series!**

ancient titles. Our advice? Check out the reviews of the first two packs on pages 58 to 61 and basically reserve your cash for Capcom Generations volumes #2 (Ghouls 'n' Ghosts), #4 (Commando, Gunsmoke, Mercs) and #5 (the ULTIMATE Street Fighter 2 collection!). This one's for die-hards only!



▲ The gameplay in this title is hardly pulse-pounding..

SONSON

One of Capcom's very first coin-ops, SonSon puts you into the eponymous role, with your aim being to traverse the constantly scrolling platform levels picking up fruits and shooting the hell out of the waves of enemy sprites that crop up. You can jump up and down between the platforms which is a key aspect of the game - it's just not possible to shoot everything.



A SonSon... thankfully Capcom went on to better things.



BY NEC INTERCHANNI		EL	
RELEASE	OUT N	ow	PLAYERS
HARDWARE	PRICE	IMPORT	İ
N/A	STYLE	ACTION R	PG

"Captain! The shields are down, life-support is failing and the engine-core is about to blow! If I can just... just... just write this preview of NEC Interchannel's new RPG before we... AAGGGHHH! Nooo!"



▲ Sigh, my last ever caption-writing session for SSM..



▲ I never did manage to use the word 'juxstaposition'.



▲ Counting rats, bashing things on the head, all of this...

GETTING ABOUT

Your female helper wants you to survive, so she guides you through these cool little games to build up your speed, strength and observational skills before you're sent pasking into the real game. Counting rats that run past, hammering the button to reel in a 15th, bashing moles on the head and chopping logs all forge you into a man, just they improve the health and strength of the main character when the game starts. It's also the only section that's easy to understand, hence the fact that I'm trying to fill up so much space with such a tilly little feature.

Black Matrix

sthe whole Saturn merry-go-round grinds to a safe halt, and wary Sega staff pack themselves Blue Peter-style into card-board boxes to hibernate through the games-free writer we're about to endure, it's worth pausing for a brief moment to remember all the good times we've had with our Saturns' ..." There. Now we can get back to business with another two-page pre-wiew of a Japanese game that no one over here understands or has any intention of buying! Hooray for Black Martix! It's been number one in Japan for some weeks now, so underneath that harsh Japanese text-heavy exetrior there must be a pretty cool game. Or is there? Hmm, sounds like a challenge that only a SEGA SAT-URN MAGAZIN preview can unavel...

For most of us non-Japanese-speakers, Black Matrix is as easy to understand as a drunk geordie tying to explain the offside rule to a French exchange student in a packed nightfulb. Standing right in front of the speakers. With a lollipop in his mouth. Basically, its aturn-based adventure combat game in the style of Shining Force III, only with the added educational feature of learning Japanese as you play it's two fun.



...improves your strength and abilities when you start.





Look! That's my name! Glad I didn't put in a rude word.

games in onel Black Matrix is also the first fruit of NEC Interchannel's new-found friendship with Sega of Japan, so its success in Japan bodes well for the Dreamcast products NEC's other teams are working on.

The start of the game sees your character being built-up for action by a cute female helper, by means of playing some entertaining little sub-games. From then on it's right into the standard RPC action, with battles, hit points, experience points and all the standard-sissue magical clap-trap that comes with it. The game certainly features more (and much harder) builter action than 5Fill, with even the earliest baddies and fights being more dangerous than mixing radial and cross-ply tyres.

The totally 1D graphics are lovely. Beautifully detected locations, much more impressive than those seen in both Shining force III and Grandia, but there is a catch - it's all strictly isometric action with just the one fixed view of the 1D areas. Once the urge to rotate things to get a better look has been overcome, it all fits together quite well as your character moves a search icon to find people and Items of use. There's also a lot more emphasis placed upon talking to characters and influencing the story than we saw in Sega's SPILL.





▲ Those characters are all standing at the edge of a lava pit - let's hope nobody tosses themselves off, eh readers?

if only... if only it was in English. I was stuck on the first location for TWO DAYS. Two days! It was a button on the Pause menu that I needed.

Much easier to understand is the universal language of music, man, which speaks volumes in Black Matrix, thanks to the inclusion of some outstanding tunes. The coders were rightly so proud of the fantastic chip-generated anthems they've created, that there's a special music test option on the main Start menu so you can enjoy their aural genius right from the start. There's also loads of vocal conversation too, with your female helper and many characters speaking all of their lines right through the game!

Gameplay-wise, it's basically Shining Force III-style combat, but without the bells and whistles to make it worthwhile struggling through the foreign options. The move-and-attack format is identical, but there's no

fancy stuff - little 2D men hit each other with swords then die in a massively unspectacular fashion, with the odd blue sprite signalling that something 'special' like an attacking or healing spell has been used. Once again, the lack of English text rather castrates the whole experience, and although it is possible to progress through the battles once you've translated the various options, it's a bit of a slog for us unilingual English speakers, so I wouldn't bother if I was you.





▲ The last caption. Right, see you at the job centre.

BLUE HAIR? EVEN DOWN THERE?

Your guide through Black Matrix fortunately takes the form of a foxy little anime chick, which, we think you'll agree, is much better than the usual leatherfaced hags, bearded wizards and arse-headed old warty boilers that usually appear in most RPGs. Each girl has her own character, dialogue and plot-twists too, so your choice of girly guide actually has an effect on the outcome of the whole shebang. The 'boyish' Couregges (middle-left) is my favourite. But not because she looks like a boy, er, she's just nice, that's all. Is it getting hot in here? Ah, if only we could pick and choose in real life... I think I'd have Melanie Sykes with Carol Vorderman's brain and skin that tastes like chocolate Hob Nobs.









As easy to understand as a drunk geordie explaining the Offside rule to a french student







Geez. I guess this is it. The last ever supersoaraway issue of the finest Sega journal known to man or beast. It's been a blast. No really. Let's do it again some time. Like next year maybe. Whadaya mean you're busy? Hey, by the way, don't bother writing to VIRTUA WRITER, SEGA MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ and don't even think about emailing us at virtua.writer@ecm.emap.com. Because frankly, we won't be here. No, we'll be lying on a sun-drenched beach in the Bahamas drinking copious amounts of alcohol served by a bountiful bevy of beautiful women. So long suckers!

WE NEED MODEL 2 OUALITY GRAPHICS!

DEAR SSM.

I am writing this after reading the exciting rumour that Sega of Japan is thinking about releasing the DC in Australia early, to test the western market, seeing as we are close to Asia. Now this is probably not true. but my heart was pounding at about 150 beats per minutel [I really, really doubt that this is going to happen - RICH]

After owning every Sega console (well not the 32X, but can you blame me?), I am drooling over the



Dreamcast CAN do Model 3 quality visuals. Oh, yes.

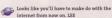
Dreamcast, I, like everyone else, can not wait to play VF3 at home. Though in your June issue #32, (yes that was a while ago, but magazines take a while to get here) I was disturbed to read that on a demo of Scud Race, on an mock up DC had the slightest popup. Now I know it is only early days yet, but can you really see the DC winning the market without true Model 3 graphics? Imagine, if you will, a Saturn released with arcade perfect versions of Daytona and VF2, don't you think the Saturn may still have some market share today if it could do Model 2? Anyway, I am most likely way of target here, but I do hope that the DC can do Model 3, but either way, I will be in line on the release day with my wallet! Thanks for listening. Oh, by the way, is it really hard to get Panzer Dragoon Saga, Sonic Jam, a 3D pad and Burning Rangers over in England? The only reason I ask is that it is nigh on impossible over here and I can't order them from England because our dollar right now is really low. Any suggestions? Long live Dreamcast! Andrew Newell, via email

The Scud Race demo ran on Dreamcast development hardware with less than 20% of the full machine's power. Don't worry about it. Developers including Bizarre Creations, who've visited Sega's Japan R&D centre and who're developing on the machine right now say that the machine is more powerful than Model 3. As did Capcom in our interview last month. These people know. RICH

I'D JUST LIKE TO SAY... DEAR SSM

Thought I would just drop you a line to say how much I enjoyed reading your SNK and Capcom features, I hope you continue to cover this aspect of gaming in the future, even when Dreamcast is the number one console. I also hope you will support the Saturn since there is no other source of information, except on the web which not everyone has access to. Thanks for such a good read.

Anonymous, via email



WELL IT STARTS OFF ALL RIGHT DEAD SSM

I have been purchasing your profound publication since issue #1 (of Sega Magazine) but I have never seen the point of writing (or indeed e-mailing) in before now as you seem to always cover just about every Sega related fact I want to know. Not bad for a mag going on nearly FIVE years now, It's nice to see that you really did 'go from strength to strength' as stated by the now rightly monickered Master waaay back in issue #2 of SSM's editorial. It's a shame more of the 'classic' staff aren't still with us today. Not that I want to offend any of the excellent current staff of course, heh heh...

Anyway, to the reason I have finally written in, two things are really bugging me. The first of these is the



way people treat your chosen profession, video-game journalism. I've read letters sent in to your magazine, and others, from people asking things like "Can I get a job working on your magazine JUST so I can get loads of free games stuff" or saying "It must be fun working on a games mag JUST playing games all the time" and I know this must piss you off. If those were the only reasons (although they're not exactly bad points) you were doing what you do I'm sure there wouldn't be such a top quality product in front of me month after month without fail. It's not just your journalistic talents that I appreciate either. Your also some of the funniest bunch of bastards I know. By far the funniest read of the month. The hard work definitely shows. Well done boys.

I myself am about to start at college hopefully studying for the self-same occupation. Currently 16, professional work is still some years off but I would sure appreciate some tips on how to reach a career position such as yourselves.

On to the second point of anguish, and of more general interest, Sega Enterprises themselves, or more specifically, it's troubled subsidiaries otherwise



Deep Fear looks likely to be the last official Saturn game

known as Sega of America and Sega of Europe. At this late date in the Saturn's short lived life there is no point in me going over the already said marketing mistakes by these two but I would like to voice a suspicion of mine if I could. Is it just me or is Sega Europe full of sh*t. I will provide you with my evidence then you tell me.

First of all I don't believe that Sega Europe even have a Japanese to English conversion team whatsoever. Name one Japanese release that later appeared here that didn't have to come out in the US first. I've read somewhere, that may not be true (Digitiser?), that Shining Force 3 was the last Saturn game to be officially released in the US. If this is true you might mention Deep Fear as an exception to the aforementioned rule. If (big IF) Deep Fear is released on these shores it might be down to the fact that 'all the dialogue is already in English', I think I read that somewhere in issue #34. Anyway, no doubt you will review it next issue (#36-3 years of SSM -well done), but it's not like Sega Europe haven't let us down before, X-Men vs Street Fighter anyone. It's not like I'm not pleased with my Jap version but English text really would have been the icing on the cake. 'Licensing fee disagreements' my arse. Did anyone notice Capcom USA. actually bother to convert the game for the extremely limited U.S. demand? I don't think so, but I do think I've gone on enough. Keep up the good work and good laughs.

Tom Crompton, Manchester



PS I would really appreciate a reply to this letter, though not necessarily in print.

So you want to be journalist, yes? Well, for starters some level of objective observation would come in handy. Your comments about Sega Europe are ill-informed and unfair. Does it matter whether RPGs come out in the US or Europe first? (Shining Force 3, Riven, Atlantis and Panzer Saga came out here first for starters any way). As for Sega Europe's translation antics... well they Shining Wisdom independently of the US (where Working Designs did their own translation) and had Saturn been a success to rival PlayStation they would have done more. After all, back in the days of the Megadrive, they did MULTIPLE translations of one game into different European languages -Landstalker being just one example, RICH

THIRD PARTY CONCERNS

DEAR SSM would like to point out a problem concerning third part developers for the Dreamcast, Having beheld arcade-quality screenshots of Sonic Adventure (on Game Online) and Godzilla, I am disappointed by all games created for the new console by people outside of Sega. D2 is a prime example - the animation may be good, but the central character still looks artificial and there is nothing exactly exciting about the snowscape. By contrast though, Sega's own games such as the aforementioned Sonic and Godzilla are fully utilizing the machine's graphical capabilities, so my the point of this rant is why are these other developers making productions with poor visuals. Don't they know how to program a Dreamcast like Sega do or

think the majority of VF fans are with me on the fact that Sega should make VF4 for Dreamcast. With this technology they could outdo model III and should either make a new edition all together or tart up VFa

Amarpreet Singh Basi, via email

Since Sega created the Dreamcast, it stands to reason that at this early stage they would know how to get better results from their own hardware. It's a bit too easy to criticise third party games who've had little experience with the kit... D2's still only around 30% complete and judging it this soon is not exactly clever - especially as Kenji Eno has stated in Japanese interviews that he's aware that the graphics need to be improved... and I dare say they will be. RICH

RADIANT SILVERGUN IS ACE!

DEAR SSM

am writing to thank you for bring to my attention one of the greatest games ever made. I'm talking about Radiant Silvergun, of course. If it were not for your fine coverage of this stunning title, I would almost certainly dismissed it as "just another shooter". It angers me to think that this game will never see the light of day over here, but utter tripe such as Iron man - XO and Three Dirty Dwarves are given official releases almost immediately. It's little wonder that the Saturn has died so swiftly in the west. I hate to say this, but Sony would have pounced on Radiant Silvergun and turned it in a triple A release this Christmas, Treasure have put so much time and effort into this game. Everything is perfect; the controls, the learning curve, hell, it even has a good plot! I won't go on to list the many positive points of this brilliant title as I would only be reiterating what you have already said in your review.

Now I'll tell you how much I paid for Radiant Silvergun, £60? £50? £40, maybe? No. I paid £30 for



it. As Tom Holmes stated last issue, ordering over the internee from America is a bloody good idea. I've been doing it for sometime now, and I've been able to get hold of such rare titles as Konami MSX Antiques Collection, Langrisser Dramatic Edition and Princess Crown (which, by the way, is fantastic). It's near impossible to find these titles over here, and even then, they would cost double

what you could get them for from the US. The latest Japanese titles, like Astra Superstars for example, cost less than £40. The extra bonus is that they are delivered to your door, and on average it takes about four days! All you need is Internet access (and let's face it, most people have that nowadays) and a credit card. The company I use is Tronix at tronix2@worldnet.att.net. They have a secure line for ordering, so your details remain private. So, here's my tip to all you readers: get on the internee and order Radiant Silvergun NOW! You'll thank yourself later... Damien Worth, Hinckley

As I've mentioned before, Sega Europe are putting all their efforts into Dreamcast, into the future. They've conceded the 32-bit marketplace to Sony and are now coming up with a new, astounding hardware platform. That's why, unfortunately, titles like the

mind-blowing Radiant Silvergun won't come out over here. And why consequently, the importers are bringing it across. RICH

WELL INFORMED READER DEAR CVG

Have you heard what Digitiser were saying about the Sonic Team on Friday? They were saying that they were hoping that they weren't doing Sonic Adventures on Dreamcast because of what they think were rubbish games like NiGHTS and Sonic 3D. NIGHTS is awesome and Sonic 3D wasn't even by the Sonic Team anyway. They then went on to say

BRIEFLY...

DEAD SCA

Surely the whole question of whether Dreamcast will be outdated by the fast moving PC technology by the time it gets released over here is a stupid one. It doesn't matter if the next wave of 3D acceleration is better than DC, the fact remains that PCs cost a couple of thousand quid, Dreamcast should cast a couple of hundred guid. See the difference? Daniel Ramsey, Australia

We couldn't agree more, Danny boy, LEE

Recently my friends have been telling me that Marvel vs Capcom may be coming out for the Saturn if the Dreamcast isn't popular, Is this true or is this just a bundle of rubbish? Emmanuel George, Plumstead

Rubbish, unfortunately. Capcom's line-up was revealed in last month's interview. Essentially it's Capcom Generations, Marvel Super Heroes vs Street Fighter, Dungeon and Dragons Collection and next year, Street Fighter Alpha 3. RICH

DEAD SSM

I recently bought Panzer Dragoon Saga and it is incredible! Playing it made me go back out and buy the original Panzer Dragoon and its sequel. Wowl Now with all the news of the Dreamcast going around, is it possible that Team Andromeda will do a Dreamcast Panzer game? Panzer Dragoon Saga Zwei perhaps?

A Loyal Reader, Glasgow

A Dreamcast Panzer shoot 'em up is said to be firmly in development, although there's no official word from Sega on the matter. LEE

DEAR SSM

When you review Saturn games, do you use the 50/60hz switch which takes away the borders and runs the games faster, thus giving games a higher rating? Because not all Saturn owners have got switched Saturns. I feel it would be better to give two ratings, one for switched Saturns and one without switches.

Russell Hall, Herts

We review games as they are intended to be played, which means PAL games at 50hz (not that there are any more to review) and NTSC games at 6ohz. LEE

I read in the Official PlayStation Magazine that Eidos is doing another World League Soccer game for PC and PlayStation. Is Sega going to commission a Saturn version? Darren Carpenter, Leeds

A version of WLS is heading to a Sega console, but it won't be the Saturn.... LEE



that Sonic 3D was the last Sonic Team game (again, remember it wasn't made by Sonic Team). Get it right Digitiser. Burning Rangers (which they still haven't reviewed and which I think you gave a very fair mark for) was the last one. They also said that Sonic Adventures sounded rubbish. Digitiser must apy for this insult to one of the world's best software developers! Now I've got that out of the way, down to business. As you can guess I am fairly well informed about the Dreamcast, not only down to Informed about the Dreamcast, not only down to

GAME WINNER

GOB-SMACKED BY SONIC

DEAR SSM

A big thanks from me and I'm sure many other readers for a fantastic September issue in which you told us the news of Game Online covering the press launch of Sonic Adventure. Not owning a modem myself, I rushed around to my mates house on the 22nd of September and commandeered the use of his computer for a good couple of hours. What I witnessed from the screenshots was one of the most amazing looking games I've ever seen in all my life. Sonic, Tails, Knuckles and all the other characters seemed perfectly detailed and clear. The same goes for the environments. Once again I was stunned by the fact that this is all real time graphics. Screenshots in some places looked like a finished piece of artwork on my 3D studio Max software that I have to render. That's the future... but the present is get your Saturn switched for about forty guid if you want top quality, full speed and the best games Japan has to offer, like Radiant Silvergun, Grandia, Dead or Alive and loads more, which I and many like myself would like to own.

If this letter has been printed then I'm sure that Sonic Adventure screenshots have been printed and hope that anyone seeing it for the first time will be as gob-smacked as I was. I have not been this excited since the official announcement of Dreamcast.

James Davis, Surrey

As mind-blowing as the Sonic Adventure screenshots are, you really need to see the game in motion to truly appreciate what Sonic Team has achieved. Imagine enormous and meticulously detailed 3D environments whizing by at breakneck speeds, lavished with incredible special effects and running at an incredible for frames per second Rollon November. LEE



There'll be plenty more DC exclusives on Game Online

you and SSM but also Game-Online. And I have to say the Dreamcast will rule suprem. PlayStation 2 will be by Dosed, which may mean better technically but raises the price. Dreamcast will have internee capabilities, while PlayStation 2 doesn't at the moment. And also Sega is getting all the big third software companies to produce for them, Namco and Souare possibly being some of them, Technically PlayStation 2 may be better, but from what I've seen of the Dreamcast I don't know how graphics can get any better. See you. Michael Belle, Urbam

What's the point talking about Dreamcast vs PlayStation 27 At the time of writing it seems more than likely that we won't see Sony's machine in Europe until 2001 Digitiser like to court controversy by diagreeting with the common view-isn't if funny how everyone else thinks Dreamcast is amazing? Theyr entitled to their opinion, but as Twe said time and time again, there's opinion and there's informed opinion. Oh and they probably meant to say that only the special stage in Sonic 3D was coded by the Sonic Team. To say that Sonic 3D itself was done by the Sonic Team on when there's this hunge Travellers Tales log oat the start of the game would be incompetence on a obscene scale. Just like sending us a letter addressed to CVG. EICH

PC OR DREAMCAST?

DEAD SSM

Having been a supporter of Sega for many years, I now find myself with a problem. Do I buy the Dreamcast console next year, or stick with my PC, because Sega seem to be putting a lot of energy into Sega PC titles. And let's face it the DC does seem to be nothing more than a keyboard less PC. What incentive is there for me to buy their new console? Can Sega bring exclusives to their machine? I am rather of the opinion that Sega are quite happy to stray from their native market, and concentrate heavily on the PC, but at what expense. Having made a few mistakes in the past I wonder if it's time for Sega to throw in the towel as far as Console dominance, and give other people in the gaming community a true feeling of what gaming is all about. This sounds clichéd, but this is my first letter (and it shows) but to hear your view would be interesting.

Paul Barrett

Sega Rally 2 would be the best example to use here. Yes, Sega are coding if for PC... but then they're improving the graphics and sound and adding in new game options to make sure that the Dreamcast version is superior. It's also unlikely that you'll see any of Capcom's titles and suchlike on PC either... RICH

WE WANT SIX BUTTONS!

DEAR SSM

I am sure that you guys there are sick of people knocking the new Dreamcast, so I won't but. But what I will ask is do you know if 5ega is going to make a fighting pad for Capcom and other excellent beat 'em ups (preferably an exact copy of the normal Saturn pad). Finally, do you think you can reprint the Sonic Jam cheats for me? Thanks.

David Raddiff, Fulboum

pads out there and you should soon realise

Look at the vast selection of unofficial Sony

that as soon as Dreamcast is successful, there'll be tons of fighting pads produced, even if Sega doesn't do one itself! RICH

DREAMCAST ADVERTISING

DEAR SSM

I am annoyed with Sega's lack of advertising for the Saturn and now that the new machine is about to come out I was wondering if Sega is going to try a bit harder. All the loyal Saturn owners that buy your great mag know that the Dreamacts is going to be brilliant but the problem is that thousands of other people don't even know what it is. The bottom line is do you think Sega is going to put a bit more effort into spreading the world of the Dreamacst.

William Kraemer, London

Presumably you haven't heard of the \$100m marketing budget for Dreamcast in Europe then, along with the appointment of Phillip Ley's marketing company to promote Dreamcast. This guy wast the person responsible for the Megadrive ad campaigns which as I seem to recall were marginally successful. RIC.

AN HONEST OPINION

DEAR SSM

Great mag. I read it every month, mostly for the humorous Virtua Writer pages and in particular your venomous responses to the ridiculous bunch of letters you get. Other mags are all "oooh, sorry you did-



Godzilla looks cool, but not as good as Sonic Adventure!

n't like our review score, please keep buying our mag" etc... Whereas you guys just tell them to sod off. That's what other mags should do, be honest instead of patronising their readership. Continuing the honesty theme- the main reason for me writing was to ask about the games that you've shown for the Dreamcast. In all honesty, what do you think of Dz, the two NEC games, Godzilla and Sonic Adventure! I saw Sonic no Game Online and it looks really cool, but what about the others? They're not exactly Model 3 quality are they?
Anyway, keep up the good work. I'm looking forward to more Dreamcast overage over the coming months and the inevitable "Can Dreamcast play Saturn games" 'Esters you'll be getting for the forest

Daniel Fairview, Newbury

seeable future. Cheerio.

Here's exactly what I think of the games you mentioned. Sonic Adventure is utterly amazing - a real showpiece video game which everyone who has actually seen it will confirm. I don't think it's an accident that the game nearest to completion



looks best. As for the others, it's difficult to judge since I only saw D2 at a really early stage (as I said in my report in issue #34) and have only seen the screenshots on the other games. The NEC titles look waird that's for sure but until I've played them I won't judge them. Another thing to point out is that Sonic is only game I've seen running on a final machine... the

NEC titles are running on an old development kit, as was D2. Honest enough for you? RICH

we will never see



DEAD SSM Talk about the last chance saloon for Sega in the home console market. We are being given the usual stuff in your mag - the Dreamcast can do this, Dreamcast can do that, impressive performance stats, add-ons

From Sega Europe we get crap adverts, the general public gets only Sony ads morning, noon and night, so the public become ignorant to the quality of Sega. The loyal user base picks up the pieces and gets its nose rubbed in it again, the add-ons dry up first, then the games, so Sega

Europe stops everything. Then the project in Sega Europe goes belly up. You say Sega Europe has got big plans for advertising, you say internet gaming is available. Well it had better be, or I for one will not buy another Sega machine that is

compromised before it's on the shelf. We want choice, we want link-up cables, we want modems, we want 98% of the release schedule of what is available in Japan and we want big third party support.

David Harper, Manchester

It's this sort of bitterness that Sega has to battle through to win back support. The thing is though, they're going to reposition themselves as an entirely new company with Dreamcast being the main brand, not Sega. It's like saying that you won't watch Sky TV because you don't like The Sun. Both are owned by the same company, run by the same company, but they're completely different



Do you seriously want this Japanese crap over here?

brands. To address some of your other points: Sega has \$100m of marketing budget to spend in Europe (that sounds pretty big to me) and believe me you DON'T want 98% of the Japanese release schedule. It's a different culture over there, meaning different styles of games. Trust me: most of the Japanese Saturn games are complete rubbish. Any way, what's the point of Sega sinking money into Saturn adverts when Sony now own the marketplace? When was the last time you saw a Nintendo 64 ad? RICH

MAD JOCK McMAD AWARD!

EAD SSM

(and the bedraggled Saturn masses) It's a sad day indeed when the hardcore Saturn enthusiast is forced to

jump ship. Forsooth, let it be known that this writer has booked a berth on the Good Ship Nintendo after 28 months of sanguine Saturn seafaring. It's never an easy, nor wanton choice to let your 'ship of dreams' sail off into the sunset, but then who could have foreseen the high seas of havoc skullduggery that has been the vanguard of Sony?

For too long it has been perceived buy many within the pages of SSM that Sega itself played no small part in the Saturn's damnation, but only now, on the cusp of a new voyage with Nintendo can I see events through a glass brightly. It wasn't Sega who failed to deliver the Saturn's lifeblood, it was Enos the Conqueror who mercilessly bled the market dry... desecrating the waters of tradition with a false prophet of technological wonder. And the gazillions believed. They opened their tiny minds to the newfangled Alpha Channel - all precious little 32 shades of it - and they thought that this was nirvana. Nevermind the butt-ugly warped and contorted textures of their Z-dimension, this was a

And so the myth was perpetuated by Enos, year after misleading year. The Saturn was derided, it's properties condemned, until all but the gnostic could face the truth. It was time for new blood. But the corpuscles of the fallen would not regenerate until 1999. That's one whole year folks, before Dreamcast will descend upon a jaded, bone-dry mass of humanity.

Enos will not steal the future. And it will not usurp the present. Not when a 64-bit entity shakes the ruins with ridiculously good software like Doom 64. Turok 2. Quake 2. Wipeout 64 and perfect dark. This is the here and now, survivors of Saturndom, and as much as the past glories (and distant futures) of Sega's finest shine messianically in the

minds of Richard Leadbetter and throng, it is cold unbearably cold - comfort to the living fragments of Sega's once gilded community (ie the cast adrift public).

Don't be mistaken, don't be mislead, get a Nintendo 64 instead. Your advocate has spoken. For the record I will keep reading SSM in anticipation of The Deliverance. Oh ves.

Steven Wrangell, Australia

So... we judge Steven Wrangell from Australia to be mad. Quite mad. Almost insane, if you will. Now you might imagine that it's all down to his flowery vernacular and "Prophet of Doom" style ramblings, But it's not, Nope, Steve, you are quite clearly two tokens short of a pop-up toaster for recommending Nintendo 64! FACT: there have been more triple-A quality Saturn releases this year compared to Nintendo 64. True, N64 will continue to produce games after the last Saturn game comes out over here, but the undeniable fact remains that the Saturn has MORE quality games than Nintendo 64... an observation our completely independent multi-format title CVG has recently picked up on. RICH

The N64 has nothing to rival the awesome Sega Rally

DREAMCAST 64-BIT OR 128-BIT? DEAD SSM

I am a regular reader of your magazine and I am getting so excited about Dreamcast, it looks amazing! However, when I was reading Digitiser (on Teletext) I was very confused to read that Dreamcast is only 64bit, but in your magazine it was clearly stated that it is a 128-bit machine. Please answer my letter, I need the truth!

Will Hall Yorkshire

Dreamcast's main SH-4 CPU has an internal 128-bit bus, but communicates to the outside world (ie the other chips, like the graphics and sound processors) via a 64-bit bus. RICH

SATURN GAMES ON DREAMCAST?

I'd just like to start off this letter by saving that I've been reading your esteemed magazine for years now and it is truly the best videogames magazine available. But enough of the sucking up (though it is well deserved) and onto the main reason for my writing you this letter. I know that Dreamcast won't be able to run my Saturn games, even though latest rumours suggest that Sony is making PlayStation 2 backwardly compatible. Now I'm not going to start moaning and saying how Sega are ripping their customers off and all that bollocks, because I don't think anyone seriously believes that. But what I was thinking is that with the emulation scene being so big, and given the fact that Dreamcast has a built-in modem. is it at all possible that we will be able to download a Saturn emulator on our Dreamcasts? The Dreamcast is infinitely more powerful than the Saturn, so it shouldn't really present too many technical problems, should it?

Dwight Schultz, no fixed abode

Stranger things have happened. In fact, latest internet rumours suggest that Sega is on the look-out for a PlayStation emulator to run on Dreamcast... LEE



Well, this is it. The last ever SEGA SATURN MAGAZINE Q+A. It's been a funny old ride since I took up the Q+A answering mantle wwwaaaay back in issue #12. There've been laughs, tears and sometimes even a genuine, informative transfer of data from my mighty intellect to you lot. And now it's all over, savagely curtailed by the powers that be. But hey - enough of this. This page is all about you lot having your probing, incisive gueries addressed by the man who knows (that'll be me then) so let's cut the yakkin' and get on with the letter answerin'!

IMPORT DREAMCAST QUERIES

You may have noticed I've addressed this letter to your letters page. Therefore, I have some questions for you:

- 1. I'm thinking of getting an import Dreamcast, something I've never thought before with any console. Will I have to get my TV modified, buy any special link cables or anything like that? If I do. can you tell me how much they'll cost?
- 2. Does Sonic Adventure heavily depend on RPG elements or will I manage without? Personally, I'd rather not have to wade through gallons of Japanese babble to get anywhere with the game.
- 3. Finally, do you know if Sonic Adventure will utilise the VMS for anything other than A-life? Thanks for your time,

James Duffy, via email

1. Unless you want to plug your Dreamcast into a PC monitor with the optional lead, you'll need a TV capable of displaying a 60Hz signal. 2. I should think you'll manage adequately from what I've seen. 3. I don't think so, no.

GRANDIA AND MODEL 3 FIXATION HERE

Dear SSM,

- Hello could you please answer my burning questions? 1. What is the difference between Model 3 and the Model 3 Step Two board?
- 2. Sega say that Dreamcast is as powerful as, if not more, than Model 3 but is it capable of Model 3 Step Two power? 3. Have Sony now got the rights to Grandia and if so when will it be coming out?
- 4. If the answer to question three is "no", is there any chance of Grandia or a seguel on Dreamcast?
- 5. In your opinion which is better Grandia or Final Fantasy VII? 6. The last one know: I have played Sega Rally 2 in the arcades and it is great, but why did Sega (or whoever made the cabinet) not make a European version with the hand brake on the correct side (the left) and not like the vanks on the right. Thanks for answering my questions (if you do that is)

Thanks Sam, via email

1. Step Two "does" more polygons than the basic Model 3. It really is that simple, 2. Oh yes sir! 3. Sony don't have the rights as such, but I believe that Game Arts ARE converting it if that is what you mean. 4. Oh yes indeed. 5. I didn't play Final Fantasy VII that much - I seemed to spend tons of time following people about and got bored of it. Apparently it gets better though. 6. I don't know - what am I, an oracle? Fair point though.

OH MY ACHING HEAD

Just a few more questions for your aching heads. 1. What are Sega Europe going to do to keep their profile and 'awareness' up until the release of the DC? 2. Having seen the screens on Game Online, I'm worried that Sonic Adventure will have annoying camera syndrome.

You've seen it playing, so does it?

3. Is there a way to kick Sega up the arse so that VF3, Fighting Vipers 2, Sega Rally 2 and Daytona 2 come out on the DC quickly?

Jaime Hunt, via email

1. They aren't. Dreamcast is an all-new brand and all ties to the past (ie Saturn) will be severed in the intervening period. 2. Nope - in fact the camera angles show the action at its spectacular best. 3. Nope, Sega itself is a corporate entity and as such has no "arse".

HE'S CHOMPING AT THE BIT

Dreamcast looks set to do the business when it comes out in Europe next year. I'm quite literally chomping at the bit and can't wait to get my hands on the new machine. However there are a few questions, which I'm hoping that you can clear up for me:

1. I remember reading in your illustrious publication that Dreamcast creates the screen image in its memory and then scales down the image to fit the capabilities of the television being used, or something to that effect. Is this correct and if so does it mean that European. American and Japanese Dreamcasts will all run games at the same speed with mini-



mal borders? I think it must. Wouldn't it affect gaming if a Japanese player and a European player were playing each other over the Internet and the games were running at different speeds?

2. I am a little uneasy about the fact that Dreamcast only has 16MB of memory. I can see some developers like Capcom kicking into high gear and creating a gaming masterpiece which can't be ported over to Dreamcast because it uses too much memory, even with the high-density format capabilities and VMS, I can see it coming. You know more about this than me, so tell me why it won't happen... please! 3. I know this will make me sound inept, but what exactly does it mean when a CPU can perform real-time 3D, and why

4. Is there any chance of seeing an "Unlucky European Saturn owner Capcom Retro Pack" on Dreamcast featuring all the 4MB titles that we're not lucky enough to get officially?

5. Sega will still port Model 2 to Dreamcast won't they? 6. Is there any chance of seeing SNK's Samurai Shodown 64 on Dreamcast?

Answer my questions and I will love you all., spiritually. Yes, even Lee.

jka via email

1. If the Dreamcast has PAL borders and slowdown, I will be greatly surprised. And disappointed. As for the different speed thing, that's a good point, but I'm more inclined to believe that there will be few problems. After all, a Pentium90 is a lot slower than Pentium200MMX and yet these computers can link up over the net for some Quake action with no hassle. 2. I wouldn't worry about the memory issue - you don't have vast chunks of memory consumed by Windows 95 so it's not an issue. 3. Hey, even the Spectrum CPU did real-time 3D with the arcade conversion of Star Wars! Essentially it

means that the 3D is calculated on the fly as opposed to

it very much. 5. I don't think it will be interested in

not sure. I don't think SNK are at the moment either!

being stored in memory like full-motion video. 4. I doubt

bringing old coin-ops to Dreamcast unfortunately. 6. I'm

Here it is, for the last time, the selection of questions that "you lot" have been asking en masse. Let's have a look, eh?

1. Is Deep Fear the last European Saturn game?

Yup... it certainly looks like it, with Sega going into hibernation planning for a triumphant Dreamcast launch next year. There are still some cool import jewels to look up though - mostly from Capcom, such as Marvel Super Heroes vs Street Fighter, Capcom Generations and Street Fighter

2. When will Dreamcast come out? How much will it be?

Dreamcast will be out on November 20 in Japan, priced between 20,000 and 30,000 Yen. Expect a European launch in September 1999 for around two hundred quid.

3. What are these rumours about Sega Rally 2 being enhanced for Dreamcast?

As far as we understand, when Dreamcast comes out in Japan, Sega Rally 2 will be available, but just as a simple arcade conversion. However, new tracks and cars will be added to the European launch version and these enhancements will be so vast that the game will then be re-released in Japan!



Ladies and Gentlemen...

The Future

Judgement Day: November 27, 1998

elayed one week to ensure a perfect launch, Dreamcast hits Japan on November 27th, 1998 - the most impor-tant day in Sega's history. Millions of Japanese gamers will be camping outside shops to make sure they bag one on launch day, while details of the first games will be made public on October 9th at the Tokyo Game Show. We're horny... horny, horny!

SEGA RALLY 2

Two words and a number that should make any right-thinking human want to buy a Dreamcast, Sega promise an enhanced home version of the arcade smash racer will be on sale at launch. Sega's incredible secrecy of Dreamcast arcade conversions means no pictures of Rally 2 have been released, although a few Dreamcast details have emerged, with eyewitness reports from inside Sega suggesting that the game does a great job of emulating the coin-op's technical features (all hi-res, 6ofps, real-time reflections, glass effects and so-on), so expect great things of this, especially with

Dreamcast's smallerthan-you'd-think analogue pad controlling the action

But there's one big extra - Internet play! We



know Dreamcast comes with a modem built-in for the Japanese market, and one of the few facts Sega have confirmed is that Rally 2 will contain some kind of online multi-player mode. We don't vet know

the specifics of how this is

implemented, but with Sega's oft-made assurances that Dreamcast games will feature many home enhancements it should be something special. Online tournaments? Massive multi-player races? The possibilities are endless!

Rumours that Dreamcast Rally 2 contains the original game's tracks have been occurring so frequently that we're beginning to doubt their accidental nature. Indeed, it's almost certain that the home game contains a total of ten courses with more than ten cars to race... but the incredi-





ble secrecy surrounding Dreamcast's launch means nothing is official until the announcements start at the New Challenge 2 conference in early October. Plus, the European version we'll get next year is rumoured to be a total redesign featuring an incredible forty stages! Whatever happens, the pedigree of Rally 2 combined with the power of Dreamcast should ensure that every gamer wants a copy of this.







nm... we didn't get Dreamcast shots in time. Sigh





IRTUA FIGHTER

All the rumours end here - VF3 is definitely a launch game for Dreamcast! Can Dreamcast 'do' Model 3? From what we've seen of the tech demos and Sonic Adventure the answer is a deadcert 'ves!', but seeing VF3 in action on Dreamcast will be the ultimate Judgement Day for Sega's great white hope. While tattle-tail Sega sources tell us an RPG based around the early exploits of key VF guys is also under development for release next year, it's the conversion of the arcade



fighting classic (STILL the most popular coin-op in Japan!) which should ensure Dreamcast-filled Christmas stockings hang beside fireplaces in millions of Japanese homes this year.

Again, rabid secrecy surrounds this highest of high profile launch games, with Sega guarding VF3 with their lives, threatening to kill the children and



loved ones of anyone who leaks information about this cornerstone title. What we do know is that it will be a conversion of the Tag Battle version, which features (amongst other things) enhanced stages, a few extra moves, and the three-on-three tournament mode

Extra home options? Certainly, but the only information confirmed by our brave insiders is that the Dreamcast game features 12 characters and 13 stages... which appears to be exactly the same as the coin-op. Not that we're complaining - the original is the best beat 'em up ever created! An arcade-perfect Dreamcast version with buckets of secrets is a dream that should come true on Judgement Day -November 27th, 1998,









A Look for Dreamcast shots on www.game-online.com

ONE ARM, ONE LEG, YOUR LEFT YOUR FIRST-BORN SON AND A WITH YOUR SISTER, PLEASE!

Thinking of getting a Dreamcast on import? Well, the minimum price importers will be charging should be around £300 - and that's without any games. Obviously you'll want copies of Sonic Adventure, Sega Rally 2 and VF3 - count on importers charging at least £70 each for these awesome games. Oh what the hell, get Pen Pen as well, it looks like a laugh. Then there's the step-down converter. DO NOT plug a Japanese Dreamcast into the mains, as Japan runs on 120v power, we're on 240v, so you need



a £20 step-down unit or it'll blow up. Really. The good news is that a monitor cable will be available at launch, allowing the machine to be plugged straight into a decent PC monitor to avoid TV compatibility problems. But it'll be an extra twenty quid. So that's an epic grand total of £620. Plus... rumours from Japan suggest Sega are being very strict on companies selling quantities of machines abroad, so if importers' stocks are short you could quite possibly expect to pay double all these prices. Still, VF3, Rally 2 and Sonic Adventure... we'd swap our

nuts for one!

IT'S ON A NEED-TO-KNOW BASIS ...

Japanese police have been finding dead programmers dumped in seedy back streets all over Japan. Why? Sega Japan has been topping slack-jawed gossips as a warning to others not to reveal ANY information whatsoever about Dreamcast's launch - it really is a military operation Sega are running for Dreamcast. That said, we managed to cram some documents in a balloon and stick them up our... well, you don't need to know how we found out. Please, for your own safety, cut-out this page and eat it once you've read it - if Sega Japan catch you with this information in your possession you're as good as dead!

Release: November 27th, 1998 Price: Anything from 20,800 to 30,000 Yen (£100-150)

Software price: 5,800 Yen (£32 - same as Japanese Saturn software) Peripherals: PC Monitor cable, RGB Scart lead, blank VMS devices, extra joypa Launch games: VF3tb, Sega Rally 2, Sonic Adventure, Pen Pen Triicelon, Seventh Cross.

JULY

The game is based around Nostradamus' apparent prediction that the world will be wiped out in July 1999. Showing a total disregard for this prediction, Sega have chosen to launch July in July 1999. world they look silly few er all killed before it hits the shops? Hopefully mankind will survive long enough for us to play it, as judging from what little we've been allowed to see of art, it looks like being a great modern-day adventure tinted with a little bit of sciff mystery for extra fun.

The sci-fi bit is this: people are starting to mutate, and children are being born without any, er, private parts to reproduce with, but by way of compensation (!) they also have bodies that do not age or die. The story centres around a guy called Gene Raven. Gene's father has been experimenting on his poor son to find out the cause of his abnormality, when the tests become too much to bear - Gene goes loopy, kills daddy then joins with other mutants to



start a new life.

Anyway, in an X-Men-style plot twist, these sexless mutants then decide they're better than the rest of us, so decide to gather together the rest of the freaks and destroy the inferior human racel Well, when you've got no private parts all that pent-up tension has got to come out somehow. On, and then there's the sub-plot - a young student called Makoto Takamura is caught in a ter-







rorist explosion in London. His sister is killed in the blast, his mum badly injured, and his dad - who just-so happens to be a top research scientist - gets kidnapped by a mystery organisation! Now that's a plot.

It seems to play in a fairly similar way to Resident Evil, but this is Dreamcast, so expect everything to be real-time and totally interactive. Sega promise a cast of over 150 characters are in July, many of whom you interact with through the game, promising a very open plot with the player deciding who to side with as events unfold. Sounds good. As long as we live to see it.





A It really is exactly like London! We should know!



A Hey the old EMAP offices in central London used to be prone to paranormal activities just like in this new game!

ELEMENTAL GIMMICK GEAR

No more Bomberman for Hudson, at least not for a while anyway. Their debut Dreamcast game goes under the rather unfortunate title of Elemental Gimmick Gear, although this super-detailed 'action RPG' has already whipped the Japanese press into a frenzy. Mind you, they're a bit funny over there.

Anyway, there's this distant planet, right, and



there used to be this advanced civilisation that fell into ruin. Thousands of years later, archaeologists unearth this strange device left over from ancient times. Even stranger, they find a sleeping man inside it! The man remains asleep, while the modern-day scientists set about recreating this ancient device the Elemental Gimmick Gear. These EGG things become extremely popular (it's used as a vehicle). until everything goes pear-shaped and massive earthquakes start ripping apart the land. The sleeping bloke is awoken by all the hubbub, and, yes, he's got amnesia and sets about investigating. That'll be your job then. It's basically an RPG, using amazingly detailed hand-drawn backgrounds.







The battle sequences all use full real time 3D though, with the bosses using huge numbers of polygons and complex light sourcing (such as spot lights and explosion-blasts) to make the battles even more realistic. The normal RPG exploration sections are all in pre-drawn 2D, although the designers are keen to stress that the high-resolution, superbly detailed drawings used are a huge leap forward over traditional sprite-based graphics. And it looks that way too.







THE NORTH: WHITE ILLUMINATION

It seems a memo went round the offices of Hudson asking people to think up weird names for their Dreamcast games. How else could one company think up both Elemental Gimmick Gear AND To the North: White Illumination? No matter, it's just great to see a respected developer like Hudson getting right behind Dreamcast right from the start

Anyway, this game is something of a teamup effort, as Hudson, Sega and Red Company

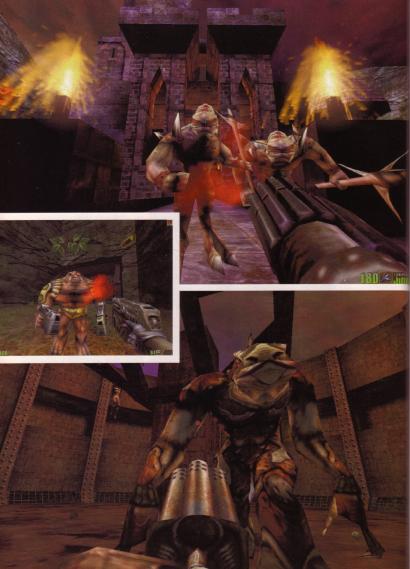
(who make the Japanese smash-hit Sakura games) are working on this together. The game follows a boy as he goes on holiday, with the designers using game locations based on real Japanese tourist spots The lad spends two weeks in a town called Sapparo with eight (!) girls, who he becomes friends with and promises to visit them again the next winter. No doubt planning to warm his cockles up a bit.

This is where the game proper starts, with our horny hero heading North to meet his girly chums to, er, play videogames or something. It's being called a 'travel simulation' by the makers, which we reckon is just a posh name for an RPG, but with the

Sakura design team and the "awesome power of Dreamcast" (© SSM, 1998) behind this project, expect something of an epic game. Now Hudson, stop messing about with this noncy RPG nonsense and give us some ace Dreamcast Bomberman action!







The state-of-the-art PC "game of the moment". Unreal, is cu the throes of development for Dreamcast over at the labs of



very screenshot in this feature is taken from an ingame scenario - even the super high-resolution shots we've used for artwork are derived from Unreal itself - testament to the sheer power of the

new game engine that Epic Megagames has created. It has to be stressed that the Dreamcast rendition of Unreal is still very much in developmental infancy over in the States, with the Epic guys busy porting the engine to the new Sega machine before setting about porting the rest of the game. However, we can say with absolute certainty that the graphics in the console version of the game will be a virtual match for what is shown here.

As regulars readers of SSM know, the Dreamcast's 3D power is derived from Videologic's PowerVR second generation 3D rendering chip. As well as featuring in the Sega machine, the chip will appear as a 3D accelerator for the PC... so the PC shots on these pages are VERY close to what we'll be seeing in the



▲ The plasma effects on this weapon are most impressive to behold.

Dreamcast edition of the game. In fact, since Dreamcast's main CPU is designed especially for 3D applications and it doesn't have any of the bottlenecks of PCs, we can expect to see a conversion even better than the original.

Sega's Dreamcast design, which offers high compatibility with PC programming, allows marvels like Unreal to be translated to the new machine with relative ease. This is a good thing in the case of titles like Unreal, but let's hope that the floodgates of crapola PC translations aren't opened when Dreamcast is released...



Unreal's engine allows for some absolutely spectacular underwater effects.

WHAT'S IT ALL ABOUT?

You might have heard PC owners waxing lyrical about the wonder that is Unreal... after all, it just happens to be one of the most visually accomplished videogames ever seen. The lighting effects and game engine are more advanced than anything seen either in or out of an arcade. There is a vast raft of improvements in Unreal over Quake 2's engine and it's not just down to visual frippery like the lighting effects. The id software game always focused on an enclosed environment - you could never "go outside". This is not the case with Unreal, which handles internal and exterior scenes with equal ease.

Okay, so you're going to need a vastly powerful PC to get a



▲ Deadly underwater octobus action! Reware!



▲ Incoming enemy shots are equally cool to see!





jump onto the first person shooter bandwagon. Duke Forever would be great!

Unreal's licensed engine

allows other developers to

decent frame rate, but obviously this is not going to be an issue with Dreamcast, where we're expecting a UK price point around the two hundred quid mark. Imagine... top spec PC performance (in fact better than that) for a relatively tiny price! The possibilities are endless.



ON THE GAME

You might be mistaken for thinking that Unreal is little more than a glorified Quake... and to be honest, that's pretty much what the game is. Of course, the centrepiece is the absurdly good-looking game engine, but essentially the gameplay remains the same solve logic purules, kill bad guys, find the exit to the next level... you get the idea. Look, if it's a grand expansion in the realms of gameplay you're looking for, you're going to be in for a disappointment. However, the game does have its own set of charms.

Unreal does act to up the ante in various areas of game design, though. Whereas the monsters in Quake are near mindless entities, Unreal's bad guys have a far greater degree of arti-





The precedent of gore set by Doom means plenty of blood 'n' guts in Unreal!







▲ The sort of poor aiming demonstrated by Lee in his Quake gameplay.



ficial intelligence. They'll run off if scared, they'll attack in groups, they'll actually try to anticipate your moves... basically, expect a bit of a tougher ride than you would from Quake!

WHAT AN ATMOSPHERE

The real key to the success of Unreal has to be the sheer atmosphere that the game successfully manages to generate. The game opens with the player escaping from a prisoner ship that's crash-landed on a mysterious world. The initial rush through the ship is packed with incident (and also manages to showcase

TOOLS OF DESTRUCTION

Most first person shooters (or FPSs as they are commonly referred to) have the usual array of weapons; pistols, shotguns, machine guns, nocket launchers and such and such. However, Unreal's more science fiction style setting means that there's quite a lot more variety in the weapons of mass destruction you have available. There's a token Magnum pistol, but otherwise you're treated to isser guns, multiple rocket "eight ball" launchers, toxic glob guns, buzz-saws. you get the idea. The other cool thing about these more exortic weapons is that the programmers really went to town on creating stunning visual effects whenever you shoot off. Not bad...







▲ The monsters look cool in their static incarnations, but when you see how well they're animated, you'll be astounded.





A Expect the Dreamcast game to look identical to the PC version pictured.

The Unreal engine uses just about every cool special visual effect that the Dreamcast is capable of producing - expect big things!

a great deal of the awesome graphical effects, such as fogging and reflective floors), but the tone soon changes once you gain access to the outside world, where vast plains open out, with tiny hits in the distance, rabbits scurrying along underfoot and vultures circling above.

The atmosphere is further heightened with the use of phenomenal stereo and surround sound effects. With the Dreamcast's advanced Yamaha sound chip (which has surround sound capabilities built-in), replicating the entirety of this superb atmosphere should be no problem at all!

MULTIPLAYER ACTIVITIES

One of the big revolutions in recent gaming history has been the advent of multiplayer action over the Internet. Quake was really the game to establish this, but Urneal offers similar capabilities, allowing PC owners to log onto the net and do battle with people across the world.

Of course, the addition of the modem to the Dreamcast console allows similar capabilities to be accessed to the average non-PC owning gamesplayer. With Dreamcast's close affinity of PC hardware, there shouldn't be too much of a problem logging on to PC Internet servers and using the Dreamcast game to play against PC owners!



It should be very simple to achieve in theory, but whether we'll see this in the final game remains a mystery at this time. The bottom line though is that games like Unreal are what the Dreamcast modem is essentially there for - bringing a whole new dimension in gameplay to the more casual gamer. Expect this game to be big.

BUT THERE'S MORE!

The fact that Epic has managed to convert its Unreal engine to Dreamcast means a lot more than just seeing a conversion of the game itself appearing on the Sega machine. You see, Epic has licensed out it is 30 engine to many other companies, including 3D Realins, who are producing a new Duke Nukem game using this spectacular visual technology. I think you can see where we re heading here: licensees of the engine will be able to diffortlessly take their games across from PCI II it means seeing Duke Nukem Perever on Dreamcat, that's just fine by us! By the way it's worth pointing out that this mighty fine screenshot shows the game when it was running on the Quakee engine (the Duke guys switched to the Unreal technology in May), so expect the final PC title to look tons better.



Yeah, Unreal is effectively Quake with large knobs on, but the bottom line is that Dreamcast'll need games like this.

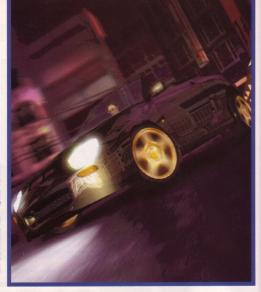








Our tip for the top-selling game come the Dreamcast's European launch? The potentially amazing driving sim Metropolis from Bizarre Lreations! RICH LEADBETTER talks Dreamcast with Sega Europe's new allies.



METROPOLIS:The BIZARRE Interview!

ituated in sunny (?) Liverpool, Bizarre
Creations are hard at work on coding up
one of the first European Dreamcast games,
codenamed Metropolis. The firm's involvement with Sega Europe was revealed at May's New

ment with Sega Europe was revealed at May's New Challenge Conference, where Sega announced that Bizarre had become a "1.5 party" developer.

What this basically means is that Sega will put its full weight behind Bizarre when it comes to the development, marketing and publishing of Metropolis... plus they get the very latest tools and

Metropolis... plus they get the very latest tools and development kits from Sega.

Obviously, not a great deal about the game itself can be revealed so early in the game's development,

but read on regardless. Let the inquisition begin!

SSM What is the history behind Bizarre Creations? How did the company come to be?

Bizarre it all started about 11 years ago, when Martyn Chudley decided not to go to university, but write games instead. He worked mainly on his own, as you could back in those days, writing for the C64, Amiga and Megadriw- anyone remember 'The Killing Game Show' or 'Fatal Rewind'?

Bizarre Creations as a proper studio came about five years ago, when we decided to take on our first full-time staff, working on games for the PlayStation. After building

up our technology, we developed Formula 1 and F1 '97, which have been our greatest successes to date.

SSM So why didn't you choose to code F1 '98?

Blazer There were quite a few reasons. We felt that our enthusiasm for a third game wouldn't be so strong after three years coding Fi titles, and that wouldn't be good for the game itself, and obviously the people win would buy it. So when Psygnosis asked us about it, we suggested that they look towards a fresh team to bring new ideas to the series.

But another reason was Sega. We were already looking at working on a Dreamcast launch title, and were really impressed with Sega as a publisher. We knew the technology was going to be really awesome, and they wanted us to work on a game, so how could we refuse?

SSM How large is the company? How is this split into programmers, artists, designers etc.?

Bizarre We're now a massive (I) 22 people - which is still quite small for a development house. This is made up of three Directors (MD, Technical and Business), a Project Manager, an Office Manager, and seven programmers and ten artists.

However, in a company this small, you find that jobs overlap quite a bit. Everyone has a hand in design, programmers may have to code many parts of a game,

and 3D modellers will animate too. Also, two of the Directors are programming on current projects, and the Project Manager also codes all the sound!

SSM Why move away from the established PlayStation platform and pursue Dreamcast? Isn't that risky?

Bizarre Financially speaking, the PlayStation, and in particular the Formula I brand that we helped establish, would have been the safest route to take. However, there's more to game development than making a fast buck - we want to be working where our passion for development lies.

We believe strongly enough in Dreamcast to make this move and feel we have been fortunate to be chosen so early. You can see that many developers are moving rapidly towards Dreamcast, and that's made us even more confident in our decision.

In the long term we hope that, with Sega's help, we can make a name for ourselves on Dreamcast.

SSM How did Bizarre Creations and Sega team-up?
Bizarre It all started a nearly two years ago, when Sega
talked to us about Saturn development. We just didn't
have the resources to put on a Saturn game, and we



A Bizarre with R&D supremo Mr Hoshino (centre-right).



would have been playing catch-up in any case, so we had to decline

However, we kept in contact, and asked them to talk to us when a next generation was emerging. They asked for our thoughts on working with the new technology very early on, and then started to give us details on what became Katana, and eventually Dreamcast.

They had been looking carefully at teams to bring the right sort of games to the European market primarily, and we were chosen to work with them on their 1.5 party racing title. This was first discussed over a year ago, and the game has been in development for about eight months in total.

SSM When did you first hear about Dreamcast? What were your initial thoughts?

Bizarre We first heard about it pretty early on, even before the hardware partners had been chosen. Sega were concerned about our thoughts all along - even asking what we'd like to see before the console was



designed. We were honoured by a visit at that time from Sato-San, the head of R&D at Sega of Japan (SOJ), who flew over to talk to us about the console.

To be honest, we were a bit concerned at first on the choice of graphics hardware, having had problems with the first generation PowerVR cards during Formula 1 PC. But after hearing why the choice had been made, we realised that the reasons were more than valid, and we haven't looked back since!

SSM Sega have taken you on as a "1.5 party" developer. What advantages does this give you?

Bizarre It mainly has meant that we've been working very closely with Sega Europe (SOE) and SOJ from the start - all via Colin Carter's Technical Support department. It also means that we will be published directly under the Sega label world-wide, but with the added advantage that they will be promoting us as the developer.

All developers get support from Sega on the hardware, and although we now know all the Tech Support guys really well, they provide the same level of support for third parties. The information they have gathered from the 1.5 parties in their early Dreamcast development can also be passed on to other teams who may be experiencing the same problems.

SSM What does Dreamcast as a platform offer you as games creators that's new and exciting? Bizarre The new challenge for Bizarre is a combination of

the following: * To have people walk past Metropolis in a shop window,

- and think that it's video footage rather than a game. * To make it through one hour without SoftImage giving up due to us pushing around too many polygons * To provide a great gaming experience, worthy of the
- 'Sega Racing' label that the game will be published under. * To get our Sega producer, Kats Sato, to make at least one

cup of tea for us during the project's duration.

* And, most seriously speaking, to make the best games we came for the best platform out there - Dreamcast!

SSM Just how impressive are the technical specifications of Dreamcast? Could you code the game for PC?

Bizarre The specs are very impressive indeed, especially considering the price. Similar technology will start to been seen in the future high-end PCs, but in a fixed specification console people will be able to focus on it much better - software will be able to target specific strengths and avoid weaknesses.

Floating point performance is the CPU's strong point - it has specific geometry instructions, more flexible than the fixed functions of the PlayStation's GTE, so this performance will be more easily transferable to other areas of code such as AI and collision detection. Compared to a PC system there are economies with the caching, but again, extended features are available that will allow DC coders to bypass the limitations.

Graphically will match the very best forthcoming PC accelerators - when they become available - with their >3M polygons per second, and depth-complexity independent fill rate. However, Dreamcast will have the significant advantage of richer anti-aliased display modes that avoid the clinical look of PC games.

As for the PC, it will eventually be possible to replicate Metropolis on a high end PC, but at what price? A console game will always feel better on a console.

SSM How much of the machine's potential do you think you'll use with Metropolis? Is there any sense of competition with Sega's internal development teams?



Bizarre It's really hard to say, but you always seem to get the 'we're going to use XX% of the machines power' competitions at the start of a console. There's always going to be a learning curve, and we have no idea how far up that we are, but if you want a figure now, let's say 80%. Ask us again when we're onto our second Dreamcast project and, looking back, that figure will probably be much lower!

As for competition, of course there is! We have told Irimajiri-San that we are going to be competing head-to-head with Yu Suzuki to try and beat their polygon throughput. Okay, maybe that's a little ambitious of us, but you've got to try - we have the pride of Europe at stake here!

SSM The Saturn was notoriously difficult to program how are Sega helping you get to grips with Dreamcast? Bizarre We'd previously heard great things about Sega's support for developers, and are happy to say that they're true. Sega have a brilliant Technical Support Department, full of hard working people who speak 'programmer' as well as English. However, they won't need to support developers nearly so much on Dreamcast - the development system is far easier to get to grips with.

SSM With Daytona USA 2 and Sega Rally 2 pretty much confirmed, aren't you worried about a glut of racing games appearing at the European launch?

Bizarre Of course we are, and with such accomplished rivals! However, we know that Metropolis is very different to both Sega Rally and Daytona 2, and that Sega will be offering Metropolis in addition to them rather than as an alternative. As to other publishers, if they do want to do racing titles, all we can do is hope that Metropolis will be better!

SSM Do you think the fact that Metropolis ISN'T an arcade franchise helps? After all, WipEout sold loads more than Ridge Racer at the PlayStation European launch...

Bizarre In some ways it does, and others it doesn't. There isn't that immediate arcade recognition for the gamers, but then again, at the start of a console, people seem to be happier to look at all titles with an open mind. Perhaps they'll want to see something new on a new platform, rather than a port - but there will hopefully be room for both types at this early stage.

SSM How will your realistic vehicle dynamics system up the ante when it comes to console racing games?

Bizarre With the current consoles, there isn't enough memory to implement an extremely advanced dynamics system - with 2Mb of memory, for example, to store all the models, game logic, Al, dynamics, replays, etc. However, with Dreamcast, the 16Mb of memory gives plenty of scope for more advanced systems.

The game will feature a full four-wheel dynamics system, with a complete 3D collision model. This means that the four wheels of the car react independently from each other, and that collisions can occur at point on the car, not just via a rough box around it. Also, this means that you aren't always confined to a channelled circuit - you can drive over curbs, down steps, up pedestrian walkways, etc.

SSM Doesn't this make it difficult to balance fun versus realism in the game in terms of how the cars handle?

Bizarre Although you have to get things as realistic as you can, there always comes a point when fun is more important. It's all well and good that your car handles like the real thing, but if that makes the game a dog to play, it's a waste of time. So the thing to aim for is something that feels like it handles correctly. You work on the physics to get the handling 95% accurate, and then add the 5% 'playability factor' to make it feel right too.

SSM Can you tell us any more about Metropolis's "living, breathing" cities?

Bizarre Well, obviously, the buildings themselves won't come to life and go for a stroll! It really means that the cities are going to be populated, living environments, rather than the clinically empty ones seen in most racing games. Obviously its early stages to be talking specific details, but as an example, we are planning that - depending on the section of the game - you could encounter other traffic, people, animals, etc...

SSM What significance will the VMS have with Metropolis? Bizarre We want to make use of all the peripherals that Dreamcast has available, although we're currently puzzling over what to do to with the light gun! We can't really outline any specific plans, but at a bare minimum, it's going to be a cool accessory to use for saving your

progress in the game!

SSM Finally, what's the most important message you want to send out to Sega fans about Bizarre and Dreamcast? Bizarre Dreamcast has given us all the opportunity to continue with our goal of producing technically, graphically and enjoyably cool games. Here's hoping it's a great success!





Cancom rewards its fans with the first in its series of highly anticipated retro packs! Check out the bunch of games that made the company its first fortune... and wonder, are they worth buying today? Let's find out!

Capcom **Generations Vol 1**

▲ 1942: it hasn't really triumphed over the ravages of time

apcom remain the Saturn's best friend... despite the fact that we're never likely to see conversions of such ace titles as Resident Evil 2 and Marvel vs Capcom Regardless, we're still looking forwards to the likes of Marvel Super Heroes vs Street Fighter and Street Fighter Alpha 3 is due next year. In the meantime, we'll enjoy Capcom Generations: five retro packs crammed with quality coin-op conversions.

The first pack contains three games: 1942, 1943 and 1943 Special (aka 1943 Kai), Essentially, these titles are the same game, albeit with different levels

The earliest title in the range, 1942, is extremely basic. The gameplay's just limited to a bit of shooting and some power-up collection with similarly cackola audio-visuals. You'll play this for curiosity's sake (prob-





▲ 1943 (right) remains quite an addictive blaster, but the sequel, 1943 Special (left) blows it out of the water!

ably to see where it all began), but it's unlikely that you'll be tempted back to this one after a couple of attemnts

1943, the second game on the pack, is a lot more impressive. Hailing from Capcom's golden age (when

SCREEN MODES

These three arcade games features monitors that swivelled 90 degrees, thus giving a kind of "elongated" display. The Saturn version doesn't presume that you're going to do the same, instead giving you a whole bunch of screen modes to muck around with. Here's what you can choose from.







Simultaneous two-player blasting is the hallmark of 1943 Special.





Generations #2 remains our favourite. Sorry!











▲ Capcom are rightly revered as legends in the arcade game business and it's great to see conversions of older titles... but this pack would have really benefited from the inclusion of 1941 and the latter 19XX.

games like Commando and Chosts 'n' Coblins were around, this takes all the addictive qualities of 1941 but adds in far superior power-up weapons, better graphics, along with a more foglwing difficulty level. In 1941, one built from an enemy robbed you of a life. in the sequel, you get a lovely energy bar (put only one life) which is easily topped up 1943 is pretty good fun actually, it has to be sald, but unfortunately, 1943 Special is again very similar and again a lot, lot better, leaving you with one question: why bother playing the bog standard 1943 again!

1943 Special ups the ante in a similar fashion once again, with a markedly superior look, better weapons and (a first here) simultaneous two-player action! As you might expect, this is by far the best version of the game in the pack and the one that you'll return to the most.

Playing with this pack, it appears that the three

The retro packs We've been waiting for, this collection is missing key games...





▲ All three games offer plenty of challenge, if you like shooters.

games are just way too similar to keep your interest level. What is also curious is the fact that this pack does not complete the saga by any stretch of the imagination. Capcom's CP-System t technology produced wonders with 1943 and CP-System II produced the cool 19XX... It would have been a far superior purchase where these games included.

As it is, unless you're a die-hard rabid hell-forleather Capcom fanatic that lives, breathes and feeds on all things Capcom, it's probably better to avoid this and invest your case in Volume #2, which features three genuinely classic conversions of truly incredible, ground-breaking games.

RICH LEADBETTER

ART FOR ART'S SAKE

Capcom Generations inn't just a bunch of spot-on coin-op conversions... the firm have attempted to boost interest by including ALL of the original arcade artwork for each of the games. Of course, with games like this, there isn't too much to look at. Hopefully when it comes around to the Street Fighter collection, we'll get ALL of the astounding art that characterised the series.



....

GRAPHICS	Obviously they're fairly basic, particular in the case of 1942. The later game, 1943 Special looks fairly cool though.	59%
SOUND	Very tragic in the case of 1942, but the other two games sound good (in a retro kind of way, obviously).	57%
PLAYABILITY	All three games offer plenty of challenge and good old fashioned enjoyment, despite the derivative nature of the titles in question.	75%
LASTABILITY	Not very good, unfortunately. All three games are very similar and just too old to be really worth playing this day and age.	66%

OVERALL

An essential celebration of Capcom's history, but the games here just haven't endured the rigours of time.



▼ Additions like the inclusion of all the coin-op art don't save this particular pack from a lack of variety.



IMPORT REVIEW

ВҮ	SEGA		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	IMPORT	1
N/A	STYLE	RETRO	

Three of our favourite platforms games of ALL TIME gathered onto one CD? For the Saturn? Perhaps we've died and gone to heaven! Capcom Generations Volume #2 is EXACTLY what makes retro so cool!



Capcom Generations Vol 2



er-up armour is serious shit in Ghouls 'n' Ghosts!

fighting games - the firm had its fingers in all gaming genres, producing sanity-splitting coin-ops that encompassed all styles. When it came to Ghosts 'n' Goblins, Capcom struck gold with a mix of atmosphere and playability that NOSE could match. Now we can experience those retro highs again with the help of Capcom Generations! What you get for your money is three of the best

ay back in days of yore, Capcom wasn't just the master of survival horror and 2D

mark you get un'you minory so time or un'e best platform games of all time. Ghosts in' Goblins, first released in 1985, is by today's standards a graphically backward, ever plastic platformer. And yet... there's something about it that still makes it a great gameplay experience. The controls are perfect, the difficulty level is challenging and the sheer imagination behind the game is a joy to witness.

The first two sequel, Ghouls 'n' Ghosts, took the franchise into the 16-bit era with the game making full use of the firm's CP-System 1 technology (which





Is it a Capcom-beater? Not quite, but it's still cool

also powered Street Fighter z, Mercs and Final Fight). The graphics benefited the most, with larger sprites and more detailed backgrounds and animation. Unbellevably, Capcom managed to improve on the playability, with a smoother control system and a tweak or two in the gameplay itself (you could now shoot upwards, for instance). Polosbly the series' greatest hour, Ghouls'n' (honsts is one of the best reasons us gaming' old times' ever had for getting into video games - it's in the realms of Mario and Sonic for pure gaming bliss.

The final game on the pack is somewhat unique in the Capcom Generations series in that it is the ONLY title on any of the packs that DOESNY have its origins in the arcades. Super Ghouls 'n' Ghosts is a legitimate, totally original sequel that just happened to appear on the Super NES. It features a level of

Quite possibly the greatest retro pack seen since the seminal Sonic Jam!



Now when was the last time you saw a vomiting pig-nosed creature in a video game?



The sword is a poor short range weapon.



A Bring back any memories?



▲ CPS-1 made Ghouls 'n' Ghosts ace!



▲ This guy remains a huge pain to kill.



▲ Ghouls 'n' Ghosts is probably the most playable game found in the tri-pack wonder that is Capcom Generations Volume #2!

graphical excellence which just about matches Ghouls 'n' Ghosts, but gameplay-wise it's definitely more in the realms of the original Ghosts 'n' Goblins. Not that it matters mind you, because this remains one of the greatest platformers ever devised... and it's probably the hardest game in the series (and they were all like rock any way!). The only slight downer the original game possessed was a vast degree of slow-down... not that the Saturn has any problems with this (and it does make a difference).

To sum up, mere words cannot convey what a joy it has been to play these games again. Capcom



GRAPHICS



▲ Is it a Capcom-beater? Not quite, but it's still cool.



▲ Holy water... traditionally the worst weapon!

Obviously they vary from game to game, but overall it looks

cool. No-one buys retro packs for their graphics any way!

has done wonders in bringing these perfect conver

74%

73%

93%

93%



RICH LEADBETTER

_66			end of
		-1	100
			198
	-		100

GHOULS 'N' GHOSTS NO MORE

Wouldn't it be awesome to see Sir Arthur and the G 'n' G crew return for an all-new 128-bit adventure on the Dreamcast? Or in the arcades? Well, it ain't gonna happen. In our Capcom interview last issue, Noritaka Funamizu, General Producer of Capcom's Development Division said, "We'll never produce another Ghouls 'n' Ghosts game. Although we really want to do another oneplayer game like this, we won't use the Ghouls 'n' Ghosts characters. We have to protect the image of this game we established so we can't easily change and update. As it is, it's just a little too old-fashioned, so we won't ever do any sequel." SSM says: NOOOOooooool Truly Capcom Generations Volume #2 is the an era. Oh well.





You get all the GnG artwork in this retro pack too!



▲ Even set on easy difficulty, these games are all taxing!





▼ Ghosts 'n' Goblins - where the mega money spinning franchise began for Capcom. Truly a classic!



Hardly taxing the Saturn, but the music and sound effects SOUND suits the games perfectly! Put simply, these games have a timeless quality. They're just PLAYABILITY brilliant to pick up and play.

Not only are they classic, they're rock hard. And you need to LASTABILITY

complete Super Ghouls 'n' Ghosts twice remember!

OVERALL This pack sums up what makes retro worthwhile. Three classic games every serious gamer must experience!



DEEP FEAR

Alright, so Deep Fear isn't quite as good as Resident Evil, but it's still one heck of a tough game. So, as you've come to expect from SEGA SATURN MAGAZINE, this month we have a full-on players quide to the entire game! LEE NUTTER did all the hard work.

GUIDE

Disc One

HINT: START HERE

Explore the ERS Room and obtain the Medical Supplies, Climb down the ladder to the E-Pool where Mookie and Sharron entertain you with their hilarious 'let's pretend Sharron's dead' gag. When the storyadvancing sequence has finished, climb back up the ladder to the ERS Room. Leave through the far door and enter the Passageway. Proceed around to the Control Deck for a briefing from Commander Clancy Dawkins and Dubois Amalric. Collect the Level One Navy Key and exit the room. Run back to the ERS Room and descend the ladder to the E-Pool area. Walk over to Mookie and take the Little Shark to the Navy Area. Follow Mookie into the Passageway and activate the Manual Air System. Follow Mookie around to the elevator and up to the third floor.







A Check the locker for goodies and the monster appears!



A Retrieve the oxygen mask from the locker to enable John to breathe underwater.

POP A CAP IN HIS ASS!

When the FMV sequence has finished, take the Rober Glock Gry and kill the monster. Proceed to the Storage Area and have a word with Mookie. Replenish your ammo and exit the room. Follow the Passageway around to the end and take the door on the right lead-



▲ John Mayor, Gena Weisberg and Commander Clancy.

ing into the Area Junction Room. Shoot the monster and activate the Manual Al Fystem. Take the door leading into the function Room to Submarine and enter the door to your right. Once in the Control Room and take the Level One Navy Key back. Return to the Junction Room to Submarine and pick up the grenade. Use the Level One Navy Key to enter into the Passageway and discover Doctor Gena Weisherp.



A The monsters block your passage through the submarine.

WHAT... MORE FMV?

After the FMV sequence, take the red door to the left of the screen leading into the Docking Area Passageway where you'll meet Dubols. Proceed down the passageway and into the CCD area. Take the elevan. Take the elevan-Air the tep assageway stail for the Story-advancing sequence. Clancy's office. Wall for the story-advancing sequence to to rip to the second floor and enter into Commander to finish and head to the Control Deck. After the FMV sequence, take the weapon car for the elevancing to the sequence sequence, take the weapon car for the most proper to the sequence paid and prepare for another FMV sequence. Collect the first aid lists and descend the ladder into the Junction Soom to Quistide. After the short interaction with the Soom to Quistide. After the short interaction with the Soom to Quistide. After the short interaction with the Soom to Quistide.



▲ A shotgun would get rid of these two in a single shot.





crew member, obtain the grenade from him and climb down the ladder to the Engine Room. Continue to descend the ladder to the Central Passageway. Advance to the end of the corridor and retrieve the Seafox key. Activate the Manual Air System and proceed to the opposite end of the Passageway. Use the Seafox key to Activate the Manual Air System and proceed to the opposite end of the Passageway. Use the Seafox key to enter the Sleeping Room and retrieve the Air Regulator and the KPC Lig pun. Shoot the monster and return to the Passageway.

Shoot the monster in the Passageway and descend the ladder furthest away from you. Take the sub-machine gun magazines from the dead body in the Torpedo Room and retrieve the Fire Extinguisher Capsule from the cavity in the floor. Ascend the ladder







 $\ \ \, \blacktriangle \ \ \,$ Well, there's certainly plenty of blood in there.

to the Passageway and then again up to the Air Refinery. After the FMV sequence, use the Fire Extinguisher Capsule to put out the fire. Examine the body in the corner of the room and take the dog tags. Climb the ladder up to Announcement Room and retrieve the Safe Key.





▲ John can only sustain a few enemy attacks, so locating the medical supplies quickly becomes a priority.

CRACK THE CODE

Make your way back to the Central Passageway and then shoot the two monsters. Enter the Officers' Quarters at the far end of the corridor and use the Safe Key to unlock the safe. Input the code 1224 (the number on the dog tags found previously) and retrieve the Missile Control Key 2. Kill the monster that now appears and raid the weapon lockers for ammo. Set your weapon preference to the Steyr TMP semi-automatic and return to the Announcement Room, Insert the Missile Control Key 2 into the nuclear missile control panel and the Tyrantstyle creature appears. Chuck a couple of M75 Grenades in its direction and then repeatedly blast it with the



Use the Missile Control Key to disarm the warhead.



▲ Only three hundred seconds to get the f*** out of Dodge.

Steyr TMP sub-machine gun. Check the corpse for the Missile Control Key 1 and insert it into the nuclear missile control panel. With the Poseidon Missile now disarmed, the Sea Fox unexpectedly shifts along the sea bed and novers precariously over an enormous canyon. You have 300 seconds to escape from the submarine, which should be plenty of time.

Climb through the air duct in the Announcement Room leading into the Junction Room to Outside. Run to the far ladder and climb up two floors to the Central Passageway. Shoot the



Find better weapons to destroy the tougher monsters.

ind better weapons to destroy the tougher monsters.



▲ Tyrant-style boss action aplenty in Deep Fear.





monster with the KPG L9 gun and scale the next ladder to the Torpedo Room. Dispose of the monster and enter the torpedo loading hole, enabling John to be propelled out once the submarine plunges down the canyon.





▲ Sorry Mookie, but your days are numbered mate.

RIP: MOOKIE

Once the Little Shark has docked in the Medical I-Area. dispose of the monster and recharge your air supply at the Manual Air System. Enter the Passageway and turn immediately to the left. Follow the corridor and take the elevator to the second floor. Take the passageway on the left and enter the Laboratory. After the FMV sequence has finished, search the lab coats for the Level One Junk Key. Exit the room and follow the corridor around to the Chemical Room, where you'll discover extra medical supplies and the Chemical A. Go to the first floor and enter into the Junk Area. Use the Level One Junk Key on the subsequent door to gain access to the Clean Room. Shoot the monster with the KPG L9 gun and enter the Workers' Quarters on the left. Search the room, taking particular note of the photograph on the desk and the email on the computer. Go to the Control Room and deactivate the lock to the Chemical Treatment Room. Retrieve the shell box and return to the Workers' Ouarters, where the Navy Officer has mutated into a monster. Dispose of the creature and return to the Clean Room, taking the



door on the right to Passageway. Shoot the two monsters and scale the ladder to the lower Passageway. Activate the Manual Air System, recharge your air supply and save the game if necessary, before disposing of the two monsters. Proceed down the Passageway and into the Chemical Treatment Room on the left. Search the room to uncover the Chemical B, before returning back the wayy ouc rame to the Laborator.



▲ It's important to keep an eye on the air supply indicator.





FIND THE FORMULA

Once you've found your way back to the Laboratory, weigh to and 24 gramms of the respective chemicals (the numbers on the photograph in the Workers' Quarters) to gain access to the Exterminator device. Dispose of the monster before returning to the Level One Storage Room. After the short FMV sequence, negotiate your work through the Laser Lock System and into the Passageway. Proceed down the corridor and enter Administration Room for Experimental Animals. Run past the two creatures (they're very tricky to kill) and enter in the the enzt Passageway. Scale the ladder up to the next floor and enter Gina's room at the end of the corridor.

After the FMV sequence, retrieve the medical supplies from Gina's room and return to the Passageway, scaling the ladder down to the first floor. Take the second door on the left into the Guards' Ouarters and have a word with the bloke in the corner



▲ Now you've located the shotgun, taking down the tougher monsters shouldn't present too many problems.







▲ Find the Manual Air Supply units to save your game.

Collect the Level Two Junk Key and deactiviste the Laser Lock System on the computer opposite. Negotiste your way back to the Junk Area, through the Clean Room and into the Passageway on the right. Scale the ladder down to the lower level and follow the corridor to the very end, using the Level Two Junk Key to gain access to the Special Processing Room. Collect the IC Clip for the broken Manual Air System and return to the Administration Room for Experimental Animals.

LOVE INTEREST SUB-PLOT

Avoiding the mutant dogs, insert the IC Chip in the broken Manual Alir System and restore the air supplito the area. Exit Through the far door into the Medical I-Area Passageway. Scale the ladder up to the next floor and proceed to Glina's Room. After the RMV sequence, stock up on medical supplies before returning to the lower Passageway. Proceed to the end of the Passageway and the FMV sequence takes over.







▲ I have absolutely no idea what's going on here.

Head into the Apartment Area and speak with Anna Lawresson, a diver from the DN communication company, Once she's left, head towards the Medical Room and retrieve magazines and medical supplies. Head into the adjacent Klosk room, shoot the two monsters and ettrieve the hamburger and magazines for the sub-machine gun. Return back to the Central Park area







RAMBO FIRST BLOOD: PART TWO

The only note-worthy room on the second floor is the Mess Hall, where you'll find Rambo (the dog) and Anna, who gives you then give so the top of the Rey. Explore the other crows on this floor Hough, to supplement your supply of Mort Grenades. Take the elevator up to the thory of the developing the your supply of Mry Grenades. Take the elevator up to the thory of the developing the your supply of ammo and save the governor than the your supply of ammo and save the great and take the weart and take the washer and take the washer and take the washer shad for the Mossberg MysoATP shotgup, health supplements and the vide when't shoom. Take the shotgun shelfs and the vide when't shoom. Take the shotgun shelfs and the vide of the vide of the shotgun shelfs and the vide of the vi



A It isn't long before Anna succumbs to the forces of









tape and proceed round to the Ladies Room. Collect the M75 Grenade before using the DN Key Anna gave you to enter the DN Area.

SLIPPERY WHEN WET

Proceed through the DN Area, disposing of the monsters you encounter until reaching the T-junction. Enter the Communicator Room on the left and retrieve the valuable Medical Supplies and shotgun shells. Then head to the Equipment Room on the right and take the MO Disc from Ken Fukiwama, the



A Shoot 'em when they're down to make sure they're dead.





Japanese salesman sent to collect data on underwaters units. Eith the room and take the elevator down to the second floor. Enter Anna's Room on the left and take the Manual for Big im. Then proceed to the door on the right leading into the Big im Boarding Room and use the computer to copy the files onto the MO Disc. Then return to the Equipment Room and hand the MO Disc over to Ken Fuklyama, who in turn will supply you with the blow torch to get into the DN Area. Kool and the Gang.

Return to the Apartment Area second floor and use the blow torch to gain access to the CCD-Area. Bead towards Commander Clancy's office and meet up with Clancy and Lambert, brother of Mayor's deceased girlfriend. After the story-advancing sequence has finished, make your way to the ERS Room where you'll find Sharron and Gena.

After the plot has been revealed, head down the corridor to Dubois' Room. After the short sequence, make your way to the Control Room to see Commander Clancy. Then take the elevator back down to level one and find Danny Reynolds.

Proceed through to the Docking Area, go down the elevator and enter into the Area Junction Room. Then take the red door leading into the Gondola Port and after the short story-advancing sequence with Danny Reynolds, get into the underwater Gondola 'Argonaut' and proceed over to the Air Unit Area. Ya still with me?

EVEN MORE FMV

Leave the Condola Port and turn immediately left in the passageway. Laking the first door you approach. Once inside the Air Refinery, examine the second body, retrieving the Stun Gernade before proceeding through to the Control Room. Collect the Stun Gernades and the Shofquan Shells Form the corps and deactivate the lock to Air Storage Room. Return back to the Passageway and make your way a form the Storage Room to stock up on ammo and save your game position. Make your way to the elevator and up to the sexond floor. Make sure your Stun Gernades are set and your energy level is high before entering the Air Storage Room. Activate the Manual Air System to replenish the air supply to the room before dealing





with the mutant mouse. The trick is to chuck a Stun Grenade in its direction, bashing it with the shotgun when it's vulnerable. Once the experimental mouse is dead, examine the corpse for the Gondola Control Key. Then return to the Gondola Port and use the key to operate the Argonaut. Once the Air Unit Area is destroyed and the FMV sequence has finished, make yourself a nice cup of tea before sticking Disc. Two in your Saturn and continuing with the game.









▲ There's no escape from the genetically mutated monsters, not even in the toilet. So it's important to keep your wits about you and stay alert at all times.

Disc Two

HALF WAY THERE! WAHOO!

Leave the Gondola Port and save your game in the Storage Room, located off the Area Junction Room. Make your way back to the ERS Room on the second floor of the CCD Area, where Gena will instruct you to meet Commander Clancy at the Control Deck. After the short interaction with the Commander, head towards the Apartment Area, located at the end of the passageway. Make your way up to third floor and give Danny the

blow torch. After the short story-advancing FMV









The Sea Farm Area is full of all kinds of weird monsters.

sequence, return back to the first floor of the CCD Area. Proceed around the passageway to the Docking Area and through to the Area Junction Room. Enter the Sea Farm Area and take the door immediately ahead. After the short interaction with Sharron, leave the Breeding Pool and proceed down the corridor to the elevator. Go to the second floor





of the Sea Farm Area and proceed through the Large Animals Room and into the Administration Room. Enter the code 2751 into the key panel, enabling John to access to the adjoining Storage Room. Retrieve the gas cylinder for the blow torch from the shelf and then take it back to Danny Reynolds on the third floor of the Apartment Area, He'll then use it to gain access to the DN Area.

MY BRAIN HURTS

Enter the DN Area and proceed down the corridor, blasting the monsters with the ultra-powerful shotgun. Proceed through to the next passageway and take the elevator down to the second floor. Enter the room on the left and after the short story-advancing sequence, follow Anna across the corridor to the opposite room. There's only one Big Jim suit left and it hasn't got an oxygen tank, so make your way to the Big Jim Parts Room situated directly above to retrieve one. Once there you'll notice









that as a result of the water pressure, the air tank locker for Big Jim won't open. Return to Anna who instructs you to locate Danny and ask him about the Navy's gum-

MORE MONSTER MAYHEM!

Return to the third floor of the Apartment Area where Danny's Room is located and examine the photograph. Danny enters and instructs you to go to the Area Junction Room, where a short storyadvancing FMV sequence takes over. Back in the Navy Area, take the door to the left of the Area Junction Room and blast the monster repeatedly with the shotgun.

Take the elevator up to the second floor and proceed through to the E-Pool area. Blast the two monsters and use the Level Two Navy Key to gain entrance to the Passageway. Destroy the monster and run down the long corridor, scaling the ladder at the end up to













▲ The FMV snippets reveal helpful bits of information.



▲ One of the crystals in front contains a special item...



▲ Use the Big Jim suits to walk on the sea bed.

WHO THE HELL IS BIG JIM?

Walk along the sea bed until you reach the Energy Unit Areas and enter into the Junction Room to Outside. Proceed along the corridor and into the Out-Corridor of the Reactor, blasting the two monsters as corridor of the Reactor, blasting the two monsters as you enter. Follow the corridor to the left and stock up on a man in the Storage Room. Then follow the corridor do ar around the other way and scale down the ladder to the lower level. Shoot the three monsters and proservation of the Corridor Storage Room. Then Was you'll meet Dubois. After the short FWW sequence, exit the room and run around to the Coolant Storage area. The valve for the cooling tank is stuck for setum to Dubois who gives you further instructions. Return to the Big jim suit and walk along the sea bed to the



▲ More underwater action with Big Jim. Cool.





▲ Destroy Anna to get the code for the Big Jim suit.

Naval Weapons depot, entering the code 374 to gain access. Brit the Big Im Dressing Boom and proceed into the Storage Area. Activate the Manual Air Supply and enter into the adjoining room, where a short FMV sequence takes over. Retrieve the C4 explosives and the Colt government hand gun before returning to the Big Ims suit. Make your way back through the Connection Park Area and the FMV sequence takes over. Once inside the Energy Unit Rara, return to Dubois in the Control Administration Room for further instructions.

RIP: SHARRON

Make your way to the Coolant Storage Room and use the C4 explosive on the control panel. Return to Dubois and a short FMV sequence will take over. Once it's finished, make your way to the Undersea Tunnel are an and proceed down the Workers' Corridor. Destroy the monster and make your way into the Passageway. Proceed into the Shelter, retrieve the first laid supplies and progress into the Sea Farm Area. Enter the Storage Room and pass into the Administration Room where



▲ Use the grenades to inflict maximum damage.

you'll you'll meet Sharron. Follow her into the Large Animals Storage Room and kill the mutant cow. Obtain the key from Sharron and exit into the passageway. Take the elevator to the first floor, kill the two monsters and enter Sharron's Room. Read her diary and exit the room, following along the Passageway to the Breeding Pool. After the short FMV sequence, save the game position and return to the Docking Area to meet Gina and Danny. After the FMV sequence, proceed to the CCD Area, Follow the Passageway to the E-Pool Area and the FMV sequence takes over. Once it's done, make your way back to the Docking Area and into the Area Junction Room. Once the FMV sequence has finished, take the door leading into the Junction Room to Submarine and enter the door to your right. Once in the Control Room, sit back and enjoy the long FMV sequence.

SENDING OUT AN SOS!

Locate the airduct in the Control Room and crawl through it. Proceed to the end of the corridor and enter into the Barracks, retrieving the wireless part A and medical supplies. Exit the room and scale the ladder directly ahead up to the second floor.

Proceed down the corridor behind the ladder and enter into the aligining passageway, firet the first door on the right leading into the Data Library and crawl through the airdicel teading into the Data Library and crawl through the airdicel teading into the Jubarotracy. Shoot the monster and retrieve the wireless part B and weapon cand for the assault fills. Return to the Area Junction Room and enter the door leading into the Passageway. Follow the corridor around to the Storage Room and obtain the Assault Rifle. Make your way back to the corridor where the Data Distray is situated and scale the ladder opposite. Proceed through the flooded Passageway to the right Room where you'll Competing Eart-to-face with the Figine Room where you'll Competing Eart-to-face with



A Hey guess what kids? Yep. More of that FMV footage.





the enormous monster. Equip yourself with the Assault Rifle and fire as many rounds into the huge creature as possible. When it goes down, retrieve the wireless part C and return to the Control Room. Replace the broken wireless parts with the new parts and send out an SOS call.

THE END IS NIGH

Return back through the airduct and scale the ladder to the second floor. Follow the corridor around to the right



▲ Now restart the game to play as the Tyrant. Just kidding.



and into the E-Pool Area. Pass through the E-Pool Area and into the Passageway, saving your game at the Manual Air System. Take the door on the right leading into the Clean Freezer and examine the computer. Destroy the enormous monster with the Assault Rifle and the short FANY seguence takes owe. Use the Air Grenades to weaken the new monster, whilst blasting it with the Assault Rifle. After the short AFONY seguence takes owe. Use the Air Grenades to weaken the new monster, whilst blasting it with the Assault Rifle. After the short-story-advancing sequence, return back to the Engine Room and use the key to activate the self-destruct system. Once the self-destruct system is activated, return to the Clean Freezer to make your sease in the pool. Aight that's It in Mons. See yal





And that concludes our Deep Fear coverage. Hoorah!

astevani **Players Guide Part Three**

It's the final part of our extensive Castlevania X import quide and the adventure has just begun! This month we leave the main castle. tackle the inverted version and face off against old fang face himself. MATT YEO stakes his reputation on this guide!

SATURN BONUS LEVELS!

CURSED PRISON

Head left straight away for a Save Station and then work your way down the level, dodging knights and archers. Step on the switch to drop the barrier. Avoid the ghosts and fireballs to reach a door that leads to the ghosts and fireb the Marble Gallery.



UNDERGROUND GARDEN
Return to the very start of the game and a hatch will have opened up in the floor. Drop down and enter the Garden, proceed to the right, watching out for Gargoyles and skeletons. Smash the Living Tree and fix the toner right will fix as a become to the upper right wall for a real boss cha e left lies a transporter.





THE COLOSSEUM

Entering from Orlox's Room, go right and drop down the first hole you come to. Head right and use the Save Station. Drop down two more levels (to the bottom) and go right for bad

guys galore and a few good-

ies. Leave the room, head up the pit one level and go left. Cross the suspended lift and keep heading left until you reach another Save Station

Drop down the pit and to the left for a few goodles, go back to the base of the pit and climb to the top. Head right and, where the room splits, take the upper route. In the next route, smash the roof to reveal a secret room containing the Demon 2 Car Go back to the split route and take the lower route

BOSS 1: MINOTAURUS &

If you haven't already tackled these guys, just crouch down and use your most powerful weapon to take 'em out. Once defeated, proceed to the right for the Mist 1 item.

THE NIGHTMARE

You enter this area from the long shaft in the Groundwater Vein. Continue right and go down. Use the Save Station on the left and use the platform on the right to travel to the Nightmare by pressing Up.





Once you've chatted to the woman tied to the cross, she transforms into a Succubus and once defeated she gives you a Red Ring. Put this on NOW! You'll need it later.

ABANDONED PIT TO THE CATACOMBS

Go via the Groundwater Vein to the Pit entrance. Head to the bottom for a Save Station, climb back up to the

lion's mouth and defeat the boss, Cereberos. In the next room, use the Demon Card to summon the spirit which pushes the wall switch. Enter the secret area to the right and explore it for a

Head back to the switch room, go
down the pit and go left for the
Demon 1 card. Go down and to the
left for more goodies, go right for the

THE CATACOMBS

THE CATACOMBS

At the first junction, go left to the save
Station and through it to another room.
Relep heading left, break the wall and
collect the neshees. Return to the
junction and go right. Orop down at
the end of the hallowy and watch
due to the circumstance of the collection of the same of the
junction and go right. Orop down at
the end of the shirt way and watch
doubt for the circumstance of the upper right
exit. The next-section is in total darknext-section is in total darknext-section is not and darknext-section is one of the collection of the section
and step on the wind to be activate this spike-filled
trap. busile-le-enful on
Activity of the end of this section is followed, does down and
had sheet of the section of the collection of the co











shown. Continue left, pick up the Max Life and Max Heart items and tackle the three mini bosses. Jump over the lava-throwing Gravekeepers and, when you reach the Discus Lord, fly up to a room. Smash the urns for items and break the left-hand wall for a cool sword. Go back to the Discus Lord and left to another lava room. Climb up and go right for a Save Station and past it to more armour. Head to the left and prepare to face Granfaloon!

BOSS 2: GRANFALOON

ooking like a gigantic pulsing brain, this nightmare reation takes patience and skill to defeat. What you ed to do is hack your way through its brain minions and take away the five sections of its body, piece by piece. Not an easy task as you have to watch out for laser blasts and zombies. Use the side platforms to gain extra height and don't forget to use secondary weapons for extra range





Once beaten, head to the left for another awesome weapon and then leave the Catacombs

THE FINAL CHAPTER...

The main castle is almost complete, but you've still got a few tasks to tackle. First of all, head back up to the Chapel and blast through the spike-filled corridor to meet Maria. With the Red and Blue rings in your possession, go back to the main clock. A passage will have opened up, leading to a lift and junction. Go right and collect the Max Heart and Max Life then go left and save your game. Ride the lift down and enter the central char

Battle Maria and then put the Green Glasses on. Now travel to the Castle Keep and fly across the broken









bridge to face Richter. Collect the extra weapons as well. When battling Richter, hit the demon head above him to free him from the spell. Once defeated, Alucard steps into a transporter and it's off to the Inverted Castle with you!

THE INVERTED CASTLE

The main castle may have been completed, but you haven't finished the game just yet! Now you must tackle the Inverted Castle which culminates in a final showwn with Dracula himself.



Because it's an exact copy of the castle you've just fin ished, I'm not going to walk you through the entire thing again. Instead, I'm listing the Important differences between the two castles so you can conquer it yourself. After all, exploration is half the fun! The layout of the Inverted Castle is basically the same as the normal castle's, with a few exceptions

- 1. The Outer Wall elevator doesn't function
- 2. The Chapel Bells are gone 3. The boat lifts in the Groundwater Vein are also gone
- 3. The book flow in the utroulluswater even are also gotte.
 4. The floors (formerly ceilings) in the Marble Gallery feature sliding booby traps.
 5. The Librarian has disappeared.
 6. The secondary weapons cache has moved to the centre passage below (formerly above) the clock face in the
- 7. The elevator in the Alchemy Lab doesn't work 8. The red and blue rings no longer open the floor above (formerly below) the clock face in the Marble Gallery. Now you must collect Dracula's Eye, Tooth, Ring, Heart and Bone to enter this final area.

 9. The Nightmare transporter is gone.

QUICK TOUR OF THE INVERTED CASTLE

This tour through the castle is intended to minimise uneccesary backtracking and also allows you to attack the toughest bosses later (in fact the boss in the Catacombs is tougher than even Draculal):

- 1. Tour the Keep
- Explore the Chapel.
 Fight in the Colosseum
- 4. Play in Orlox's Room
- 5. Transport back to the Keep. 6. Pass time in the Clock Town 7. Climb the Outer Wall. 8. Go through the Library.
- g. Walk down the Marble Gallery 10. Experiment in the Alchemy
- 11. Run through the Entry Hall 13. Slog through the pit. 14. Hit the Catacombs.

Return to the Marble Gallery and enter the area above the clock face to battle the dark priest, Shaft, and his evil master, Dracula!



The goal in the Inverted Castle is to collect Dracula's body parts, thus opening the final area (where you got the Green Goggles in the Upright Castle). You'll get each of the Dark Lord's parts from the new bosses you encounter. the Dark Lord's parts man the new obsess years of the Variation of the final Ball them which turns your Sonar Beam into a weapon and the last Mist Item, allowing you to cause damage. Also, to defeat the lightning boxs, you'll need to collect a special item. Head to the Entry Hall and transform into the Wolf. Now run through the opening you smashed through at the start of the Upright Castle Repeat this a few times and a door opens in the upper right of the level.

Collect the item and equip it. Now travel to the room that









contained the Granfaloon and face the Lightning Lord. This huge monstrosity takes some beating (12000 HP!), but with the right items it is possible. Wearing the neck lace enables Alucard to absorb the bosses lightning bolts and actually replenish energy.

GEOGRAPHY AND TERRAIN

The Inverted Castle's geography is identical to the Upright Castle's, but you must consider a few things in order to

WATER

Water now flows up and the only way to swim against the tide is to transform into the Wolf. This is essential if you want to get over 200% because you must visit the pools now suspended from the ceilings. It's also impor-tant to visit the room behind the big waterfall in the Groundwater Vein.

FLYING

You must fly virtually everywhere, so it becomes very ortant to monitor your magic consumption.

MEGATION! Complete A-Z Part Two

Would any other magazine in the world devote so much space to covering tips for every Saturn game in such fine detail? We think not, so make the most of this second and final part of our huge Tips Megathon, as this month we comprehensively 'do' the letters M-Z.

MYST

If you've every wanted to know how games are put together, use this cheat to get a very long and detailed film about "The Making of Myst". Load the game up and wait for the "Cyan" screen to appear. Now press and hold Top Left, Top Right, A and Start. Keep them held and the sequence will start up. It's jolly interesting too, you know,



A It's a good job we didn't make this tips guide a threeparter! We've left out a few import games to save space.

NASCAR '98

TOW TRUCK

Go to the race setup screen and choose 'car select'. Pick Bobby Labonte or Kenny Wallace then hold C and press Up, then Down to turn your vehicle into the vehicle rescue tow truck.

FAT CARS

Go to the game options screen and highlight stereo. Hold Z and press B, X, Y, followed by A and B simultane ously. You should hear "Go Buddyl Go, Gol" Now start

the race and reset by pressing Start + A + B + C. When the game reloads your cars will be twice as wide.

WIREFRAME TRACK

Go to the game options menu and highlight 'control setup'. Hold Z and press A, B, X, followed by A and Y simultaneously. You should hear "Go buddy! Go, Go" again.

WIREFRAME CARS

Enter the wireframe track code and start the race. then press Start + A + B + C to reset the game. The



NBA ACTION

FREEFLOATING CAMERA IN REPLAY MODE

First, pause the game and choose the replay mode. Go to the Change Camera option and hold either the Lor R button. Then, during the replay, you can move the camera by holding R+Z and using the D-Pad to move it around.

CHANGE THE SIDE OF THE COURT

You can also swap the end from which you view the game. Just go to the main play menu screen and highlight the Select Court option. Now hold the R button and press Z to change the position.





NBA JAM EXTREME

It gets bigger every time! The list of secret characters in each new NBA Jam game has grown again to over 100! Seeing as it's out now, and these hidden players and cheats make the game more enjoyable, here's a complete list







Small Players with Big Heads On Big Head Select, press Up, Down, Left, Right, Down, Up, then select Yes. Big Feet Mode Hold Left or Right when leaving Big Head Select

Head-er-oids Bonus Game Hold Up+Extreme on all

4 pads when leaving Team Select. Marshmallow treats Hold Up at end of title sequence before screen dims

Random Team Select On Team Select, press Up+Turbo.

Random Player Select After Random Team, press Up+Turbo again

Power-up

...NBA JAM EXTREME (continued)

These codes must be entered by pressing all the buttons while on the Team Select screen, holding them right through to the Versus screen, then pressing the directions listed.

Shot % Display Hold Extreme+Shoot, and release on Vs screen

Infinite Turbo Hold Turbo, then press Up, Down, Up, Down, and release Turbo.

No Turbo Meters Hold Turbo+Extreme, then press Up, Down, Up, Down, and release buttons. Remove Crowd Hold Extreme+Pass+Up, and release

These codes must be entered during the tip-off sequence, while the referee is walking out to throw the ball up.

Computer Assistance Off Extreme, Turbo, Pass, Pass Beach Ball Mode Pass x2, Turbo, Extreme, Turbo,

Soccer Ball Mode Pass x2, Turbo x2, Extreme x3, Quick Hands Mode Pass x3, Turbo x3, Extreme x3, Pass xa.

Max 3Pt Mode Pass x8, Extreme, Pass x7. Legal Goaltending Extreme x8, Pass, Extreme x9. Dead-eye Dick Turbo x5, Pass, Extreme, Turbo x6. Super Rainbow Shot Turbo x5, Pass, Pass, Turbo x6. Power Push Turbo x2, Pass x2, Turbo X2, Pass x2,

Turbo x2, Pass x2, Turbo x2. Max Speed Extreme x10, Pass x3.

These codes must be entered on the Keep Record screen when entering your name. As you'll see, the codes are too long to fit in as usual, so you have to enter the first 2 letters, then backspace twice, then put in the next 2 letters, then backspace again. Repeat this until the code is entered and you hear a noise to tell you it's worked, then put in whatever name you want to play with.

Start at Playoffs	PL AY OF FS
Start at Finals	FI NA LS
Start with 2 Playoff games won	CH EE SY
Start with 3 Playoff games won	NO VI CE
45 second Shootout	SH OO TO UT
Sound Test	KA ZO O

To use the secret character codes, select to enter your name, then put in the initials and dates below. Some characters don't have a code, meaning that they are only available once you've selected someone else from their team. Each team has a specially-designed kit and court even the mad, secret teams!



SCULPTURED PASSWORD

(Powered-up players)		
Dwain Skinner		DAS Feb 21
Dave Ross		DJR June 8
Jeff Peters	JBP	May 17
Daren Smith	DRS	April 10
Mike Callahan	MWC	May 1
The TinMan	TIM	lan 24

SCULPTURED (Powered-up players)

Mark Ganus	MMG	Sept 16	
Roy Wilkins	RNW	Sept 15	
Rob Dautel	RAD	March 19	
James HebdonJ	PH	April 26	
Dean Morrell	DSM	May 9	
Mike Peery	MJP	May 26	

SOUID TEAM			
Melissa Pardike	MAP	March 26	
Jane Bradley	JLB	May 23	
Jonathan Dansie	JWD	Aug 2	
Lee Phung	LEE	Jan 1	
Jason Greenberg	JAY	April 18	
Chris Hawkes	CDH	Feb 21	

ACCI AIM

ACCEMIM		
Weasel	DAN	Feb 1
Magic Hair	SET	Dec 8
Samoa		
Sequioa	SDR	April 10
Air Nick		
Pistol	WAN	June 10

ACCLAIM

Mark "Chaos" Shafer	XTL	May 2
Bob "Striker" Davidson	RAD	Oct 18
Fumongous	GUN	Jan 11
Geoff "Clouseau" Higgins	GCH	April 13
Air Dog	SAM	Jan 21
Ice Princess	MDK	Dec 24

▲ Confused by the piles of NBA Jam games? So are we!

CELEBRITY TEAM Junior Seau IR lune 1 John Elway WAY Sept 30 Frank Thomas BIG Dec 6 Mary Albert MRV Dec 31 **Newt Gingrich** NEW Aug 12 Samoa TVH June 6

SPECIAL SPORTS TEAM		
Cheryl Swoopes	SWO	Jan 1
Rebecca Lobo	LOB	July 4
Carol "Blaze" Blazejowski	BLZ	March 1
Bob Lanier	LAN	Sept 10
Air Nick	ARN	May 18
George Gervin	ICE	April 27

MISFIT		
Stinger	MSS	Oct 26
Shamrock	JHG	Aug 26
Diamond Dave	DJP	June 29
Chris "Hacker" Slate	JCS	Dec 8
Todd "Cowboy" Mowatt	TVC	Oct 3
		-

Richard Richito Steto	KIS	160 25
ROOKIE		
Jason Caffey	SCT	Nov 14
Randolph Childress		



Kevin Ganett



...NBA JAM EXTREME (continued)

Alan Henderson Antonio McDyess Shawn Respert

ROOKIE BAP Aug 11
Jerry Stackhouse Gary Trent Corliss Williamson
Damon Stoudamire Rasheed Wallace
Antonio McDvess



ALL-STAR EAST

Vin Baker Terrell Brandon Patrick Ewing
Penny Hardaway Grant Hill Juwan Howard

ALL-STAR EAST EST March 14
Reggie Miller Alonzo Mourning Scottie Pippen
Glen Rice—Juwan Howard Patrick Ewing

ALL-STAR WEST WST July 12 Clyde Drexler Sean Elliot Shawn Kemp Jason Kidd Karl Malone John Stockton

ALL-STAR WEST RMC April 21
Dikembe Mutombo Hakeem Olajuwon
Gary Payton Mitch Richmond David Robinson
John Stockton

HAPPY TEAM

Pirate Bill	SAL	Feb 2
Мг. Нарру	MJT	March 22
Dufus the Clown	GRR	June 19
Three Feet Under	TOD	April 17



Dreamcast NBA Super-Jam EX 2 Plus is a dead-cer

Mr. Unhappy	GEM	Nov 3
Ooohh	JLH	Jan 26
INVISIBLE TEAM		

NBA JAM: TOURNAMENT EDITION

CHA May 4

The NBA Jam games always contain secret characters, and the Saturn version's got an massive number of them. To play as any of the characters listed, answer "Yes" when saked if you want to enter your initials, then hold the Land & shoulder buttons while entering these letters and dates. "Secret Player" will appear on the screen to let you know that it has worked. By the way, the commentator even calls out all of the secret character names when they get the ball!

Clinton	BIL	Jun 3
Hillary Clinton	HIL	Nov 6
Mike D	M_D	Jul 1
Adrock	ADR	Apr 6
MCA	MCA	Apr 9
Heavy D	HEA	Jan 9
F Prince	FRS	Feb 2
Jazzy Jeff	JAZ	Oct 9
Benny	BEN	Sept 20
Blaze	BLZ	Jan 14
Hugo	HOR	Jun 12
Bird	LAR	Jan 15
Gorilla	APE	Apr 2
Crunch	WOL	Mar 7
Catling	CAT	Jan 2

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Hutchinson	BAR	Apr 9
Magic Hair	STH	Dec 8
D Falcus	DAZ	Aug 6
Hodgeson	HOG	Dec 31
Tunnicliff	SAT	May 7
J Falcus	JAS	Nov 16
Jax	JAX	Mar 1
Mad Mike	MUS	Dec 24
McHugh	BAA	Jul 12
Gray	ROB	Feb 23
Higgins	TOM	Feb 19
Hill	ZIG	Apr 7
J Moon	JAY	Aug 24
Chow Chow	CHD	May 5
Brutah	GOW	Jul 17
Weasel	DAN	Jan 2
Snake	SNK	Jun 15
Renaldo	REN	Feb 4
Fumungus	GUN	Jan 11
Kabuki	KUB	Apr 14
Max	LIZ	Aug 7
Sequoia	SAW	Apr 10
Boo-Boo	THI	Nov 1
Pistol	WAN	Jun 10
Facime	DEL	Oct 19
Air Dog	AIR	Jan 21

Air Dog	AIK	Jan 21
Carlton	CAL	Mar 25
manning Pi	RESS	PRES5
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The Laborator		AND STATE OF
Divita	DIV	Jul 3
Goskie	GOS	Jan 6
Liptak	LIP	Jan 14
Rivett	REV	Jul 6
Turmell	TUR	Jan 31
Thomas	FNK	Jan 8
Gordon	GOR	Jul 3
Shelley	SHY	Jun 8
Moore	MOE	Jun 8

These bonus codes can be used as cheats. Enter

All 27 teams defeated	FIN	Jan 1
26 of 27 defeated	END	Jan 1

Once all of the teams have been beaten, you play again with extended team rosters; secret opponents and hidden power-up modes.

SPECIAL EFFECTS

Choose to start a game, and when the Tonight's Matchup screen appears, press any of these buttons to get special effects.

Giant Body	A and C repeatedly
Giant Heads	B, A, Y, C, repeatedly
Baby Mode	B and C repeatedly
Quick Hands	Left, Left, Left, Left, Y,
	Right
Powerup Defence	Right, Up, Down, Right
	Down, Up
Powerup 3 Pointers	Up, Down, Left, Right,

Left, Down, Up

Maximum Power

Right, Right, Left, Right,
C, C, Right







THE NEED FOR SPEED

GET THE WARRIOR CAR + LOST VEGAS TRACK

To get the hidden and ultra-fast Warrior car, as well as the hidden Lost Vegas track, enter the Tournament code TSYRNS.

RALLY MODE

To turn all of the tracks slippery (Rally Mode), hold the L+R buttons when selecting a track. The track textures will now look slightly rougher than before and the grip will also be lowered, making it easier to powerslide.





We felt the need. But no more, alas, we are tired now.

CHNGE THE SPEEDOMETER

At the title screen, **hold X + Y + Z** on the twoplayer pad, then **press Start on pad one**. Now your speed will be measured in a Euro-friendly kilometres per hour. Jacques will be pleased.

HIDDEN JUMP

First pick the Rally mode of the Lost Vegas track by holding down the L & R buttons, then look for the section of the track that is under construction. Go to the end of that section and then turn around and keep going until you hit a great hidden jump.

NHL HOCKEY

During the two-player (skating) introductions, press X + Y + Z + top Left + Top Right together. Then press the following during the national anthem for some "hillarious" results, that came very close to making us laugh. But failed.

 Top Left + Top Right
 - Big Players

 A + X
 - Centred Gravity

 A + B
 - Small players

 A + Y + Z
 - Upsidedown players



NHL '98

EA's latest hockey game isn't totally useless - it allows us to fill this little part of the Tips page. Cheers EAI there there was a reason why you released games on the Saturn. Enter these codes at the Password screen and prepare to have fun, albeit in rather small quantities:

STANLEY - View the end movie

NHLKIDS - Players and goalies are very small PLAYTIME - Players are kids with normal heads,

Goalies have huge heads BIGBIG - All the players are huge BRAINY - Players have big heads

MASKDMAN - Wear team's third strip, if they







More cheats that EA probably thought were funny or useful. They weren't, like most of their Saturn games.

NHL ALL-STAR HOCKEY

To power any of the players up to the absolute maximum, go to the Player Attributes screen and press A+B+C+X+Y+Z. This will let you boost every area to the top.

To get loads of hidden game modes, select a two-



▲ Oh man, that's so funny I... actually no, it's not funny.

player game and **press the X+Y+Z+L+R** buttons during the player introductions. Then, when the

National Anthem is playing, press:
L+R Big Players
A+B Mini Players
A+Y+Z Upside-down Players
A+X Puck sildes to the centre
X+Y+R Bouncy Puck



NHL POWERPLAY HOCKEY

RAD ARMY TEAM

Tired of the same old boring teams?. Well try this little number out and the game's development team will kick some butt on the ice. Between the Team Select screen and the Jumbotron screen, press A+Y+C. You should then have the option to choose the Rad Army.









NIGHT WARRIORS

Not only is the regular game completely brilliant, these cheats are fantastic!

If you go the options screen and highlight the speed option and press X, X, Right, A, Z quickly (Akuma's hidden firecracker move in SF Alpha), you'll be able to move the speed stars up to 10. This makes the game ridiculously fast and difficult to control. but it's great fun!

If you highlight the key configuration option and press B, X, Down, A, Y quickly (Anakaris's ex-special), an new option will appear - Appendix. Select this to



get loads more options, including one to turn on the full arcade animation when two of the same character are fighting each other. Also, a complete version of the original Darkstalkers - the version appearing on PlayStation - can be selected, along with all the original backgrounds!







NIGHTS

When the SONIC TEAM logo appears on the screen, press A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT, A. Next, at the title screen, press UP, DOWN, LEFT, RIGHT, A + START. Highlight any of Elliot's dreams, then press X, Y, Z, Y, X, START. Start the dream, pause

your game, and press RIGHT, A. LEFT. LEFT, Y, START. Lastly, collect 50 crystals, and jump (or press START if you're NIGHTS). If entered correctly, a debug menu should appear.







NORSE BY NORSEWEST

LEVEL CODES

If you're stuck on Interplay's Nordic puzzler, then help is at hand with the complete level code guide. These codes should make your pillaging progress a lot easier.

Level 2 - 1STS Level 3 - 2NDS Level 4 - TRSH

Level 5 - SW1M Level 6 - WOLF Level 7 - B4RT Level 8 - K4RN

Level 9 - BOMB Level 10 - WZRD Level 11 - BLKS Level 12 - TLPT

Level 13 - GSYR Level 14 - B3SV Level 15 - R3To Level 16 - DRNK



Level 17 - YoVR

Level 18 - oVal

Level 19 - T1N3

Level 20 - DARK

Level 21 - H4RD

Level 22 - HRDR

Level 24 - oBoY

Level 25 - HoM3

Level 26 - SHCK

Level 27 - TNNL

Level 28 - H3LL

Level 29 - 4RGH

Level 30 - B4RD

Level 31 - D4DY

OFF WORLD INTERCEPTOR EXTREME

Here are the complete level codes. Level 6 is the hidden track - Morphus Moors.

- HD6S?KBILKL5KHRBM WPNS44943LXKMWGM
- HPWSPFH77L2KRWVL 3MSCWFY?TSTWZYSP 8V!DM8F78HZJHSPL











PANDEMONIUM

EXTRA HEALTH

Enter CORONARY at the password screen. Extra hearts are added to your character's health bar.

EXTRA LIVES

Enter VITAMINS at the password screen. Players' lives are now boosted to a whopping 31.

IMMORTAL ENEMIES

If you want a real challenge, enter **EVILDEAD** at the password screen. Now all enemies become invulnerable.

PERMANENT FIREPOWER

Enter OTTOFIRE at the password screen. Players now retain the last weapon they collected even if



INVINCIBILITY

Enter **HARDBODY** at the password screen. Fargus and Nikki are now completely indestructible.

SELECT ANY LEVEL

Enter ALMABHOL at the password screen. It's now possible for players to choose any stage with at lives and 7 hearts.

BONUS SCREEN

Enter CASHDASH at the password screen. After every level you'll now play the bonus race.

PINRALL GAME

Enter TOMMYBOY at the password





screen. Complete a stage and you'll play the pinball game.

ROTATE THE SCREEN

Enter TWISTEYE at the password screen. Hold the L and R buttons and hit left or right to rotate the screen. Hit down to reset the

OUIT TO THE LEVEL SELECT

Enter **INANDOUT** at the password screen. Quitting the game brings you back to the level select screen instead of the title screen.

SWITCH CHARACTERS DURING THE GAME

Enter BODYSWAP then hit Z during the game to change between the two characters.

PANZER DRAGOON

SPACE HARRIOR MODE

Pop open the Saturns data memory menu (with no CD inserted). Choose German as the language (Deutsch). Load the game CD. When the title screen appears press up, X, right, X, down, X, left, X, up, Y, Z. You will hear the sound of your dragon being hit if done correctly.

ROLLING MODE

At the title screen press start, then rotate the pad three times clockwise until you hear a sound. The words Rolling Mode will appear above the Normal Game



45



option. Tap twice in any direction to perform a roll.

WIZARD MODE

At the title screen press start. When Normal Game option appears press L button, R button, L button, R button, up, down, up, down, left, right. Wizard Mode now appears. The game's about twice as fast now.

INVINCIBILTY

Press start on the title screen that says "Press Start". When Normal Game and Options appears, press the following but direct following but direct itions. L button, L button, R Button, Up. Down, Left, Right. If this trick works you will hear a sound like a dragon getting hit, and the words invincuple Mode will appear. If you use this trick, you will not get the good ending.

PLAY EPISODE O

At the title screen, press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R,. You can use the invincibility code so your health meter doesn't





run down as time passes.

UNLIMITED CONTINUES

At the Normal Game, Options screen hit Up, X, Right, Y, Down, Z, Left, Y, Up, X.

EPISODE SELECT

At the Normal Game, Options Screen hit Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.

THE ULTIMATE CODE

At the easy game options screen enter up, X, right, Y, down, Z, left, Y, up, X. This code acts as if you beat the game on very hard without continuing. The polygon man becomes a girl, pressing x, y, or z at the episode screen changes the color of your weapon.

WATCH THE HARD ENDING

At the easy game options screen enter up, up, down, up, left, left, right, left, down, down, up, down, right, right, left, right.



PANZER DRAGOON SAGA

Basically, there are loads and loads of things for players to discover in here, with a lot of the fun coming from discovering them yourself - fun which we're about to destroy right now!

TRI-BURST GUN UPGRADE

When you go to Zoah, talk to Radgam the Hunter during the daytime. Keep talking to him and trying to tough his gun (snigger) and he starts giving you a test. Answer his questions correctly and he gives you the Tri-burst weapon upgrade.

COLOUR FIDDLE

Press Start on the player two pad - this allows various buttons on this pad to alter the colour and brightness of the enemies in the View Enemy Data section.





EXTRA REPSERK ATTACK -ASTRAL PHANTOMS

A lovely little cheat. Basically, just be really nice to your dragon - pet him, smile at him and give him a lot of attention, and he eventually learns the new attack all by himself. Giving him a name at the start helps too, along with waiting until morning so he gets a good night's sleep!

BARY DRAGON

Once you have the Eve Wing Dragon, go to Shellcoof and access all of the pyramids surrounding the ship. Now enter it and fly to the Genesis Chamber, where you find the Ambrosias and the Dragon's Crest, plus a little dragon who will follow you around and collect items you cannot reach. Access the little dragon to get the items.

SOLO WING DRAGON

Once you become a Light Wing Dragon,



return to the Forest of Zoah and go into the Red Ruins. Now enter the central structure and look for a section without a Dragon Crest on it - access it to return the Crest you're carrying to where it belongs, and this should merge you with the baby dragon to create the Solo Wing Dragon.

PANZER ZWEI OPTIONS

Quite a few ingenious readers have noticed this. If you have a save position from Panzer Saga in you Saturn's memory, it actually allows all of the options in Panzer Zwei's Pandra's Box to be opened! Nice to see a bit of thought being put into things. And yes, this even works with save positions from our disc one demo CD. A good excuse to play Panzer Zwei again we think.

FASTER SPEECH

Another one that more experimental players may have discovered - pressing the Top Left and Top Right buttons slows downs and speeds up the speech during the real-time story scenes.

PANZER DRAGOON ZWEI

PANDORA'S BOX

When you beat the game go to the option screen and you will see the option for Pandora's Box. If you turn it on you won't be able to access your save games though. It will allow you to select various options such as your dragons growth size, different weapons, and stage select plus a new level. The better you do in the regular game, the more options

▲ Do you want to get into Pandora's box?





you'll be able to select from.

Get all of the options available in Pandora's Box To get all the options you need to beat the game with a 100% score and a rank of Winged Death.

OPEN ALL OF PANDORA'S BOX

After playing the game for 30 hours all the options in Pandora's Box will open up to you.

SPACE HARRIER AND DRAGON MODE

Once all options are open in Pandora's Box go to the life selection. Choose Lundi for Space Harrier Mode and Lagi for Dragon Mode

ANALOGUE TRICK

While using the Analog joypad set to circle (analogue mode) you can turn the dragon's head with the stan-





dard non-analog control pad. It's mildy entertaining, albeit useless.

DOUBLE SPEED!

To speed the game up to double, go to the title screen and press Left, Right, Left, Right, Up, Down,

Up, Down. Now when you play, the game will be extra fast and harder than before. To go to the title creen and press Left. Left, Right, Right, Up, Down,

Left, Right.



And lo, it came to pass that the Quake tips were printed in issue 33 of SSM. Such joy! Such happiness! Such a revelation! They may seem like just a few lousy old button presses to you, but to us the Quake codes are pure poetry expressed through the Saturn's joypad.

PAUL MODE (Invincibility)

Whoever this Paul bloke is, he must be pretty hard, as Paul Mode is Saturn Quake's very own God Model Want invincibility? Highlight Customise Controls then enter Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.

CHANGE DIFFICULTY SETTING TO FASY

Highlight Music Volume then enter Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.

CHANGE DIFFICULTY SETTING TO NORMAL

Highlight Music Volume then enter Top Right, Top Left, X, Y. Z.





RESTART CURRENT LEVEL

Made a mess of things on that on-so-important section? Highlight Reset to Defaults then enter Top Left, Top Right, Top Left, Top Left, Z. Y. X. Z. Y. X. This returns you to the start of the level with your previous health and ammo levels

TRACER FIRE ON NAILGUN!

Highlight Autotarget then enter Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y, X.

Highlight Lookspring then enter Top Right, Top Left, X, Y, Z, Top Right, Top Left, X, Y, Z.

USE MONSTERS' WEAPONS!

Highlight Autotarget then enter Top Right, Top Left. X, Y, Z, Top Right, Top Left, X, Y, Z. By the way, this only works on levels which actually contain some monsters

POS HEART THING

Hey, we don't have a clue what this one does, but we'd better mention it, just in case it's something really cool and important. Highlight Lookspring then enter Top Left, Top Right, Top Left, Top Left, Z, Y, X, Z, Y. X. Then wander about for a bit, checking to see if anything's different. Hmm... nope.

RAYMAN

If you aren't very good at the game, try these cheats out. They're probably harder to do than actually completing the game.

99 LIVES

Pause the game, press Up and release it, then press and hold X, B and Z in that order, then release them in the same order. Then press L button, L button; press and hold Up then Y, then release them in the same order. Then unpause.

Pause the game, press Left and release it, then press and hold A then C, then release them in the same order. Then press and hold Z, L button and R button in that order, then release them in the same order. Then press and hold X, Z and Up in that order, then release them in the same order. Then unpause.

REFILL ENERGY

Pause the game, then press R button, Left, Up, Right. Then press and hold C then B, and release them in the same order. Then press and hold R button then L button, then release them in the same order. Then unpause.



RESIDENT EVIL

What's the number one most requested tip at the moment? Yun it's how to access the new Rattle Mode feature without having to first play right through Resident Evil. And what's this written below? Why, it's the very answer to that question!

EASY BATTLE MODE ACCESS

You need to have an existing game saved to memory for this to work. Plug a joypad into port two and press X + Y + Z + Start on this pad at the title screen.





The Saturn will say 'Resident Evil' and pressing start on pad one will bring up the Battle Mode option.

NEW OUTFITS

Plug a controller into port two and start a new game. When the text June 1998' appears on the screen press and hold the Left and Right Shift buttons. When the game starts, Jill or Chris will be wearing their swanky new costumes!

ROROTICA

REFILL COMMANDS

Press and hold L and R on controller one. Now on controller two: press A for shield, B for generator, C for bullets, X for weapon power up, Y to get the level item, and Z to load the map and start to skip to the next level.

LEVEL SKIP

Hold L+R shoulder pads on controller 1 + push start on controller 2 to jump to the next level.





SATURN BOMBERMAN

Stage select with maximum power items (Maximum fire and number of bombs, remote control, kick and

On the "Press start button" screen, enter: (1st Stage) L + R + upper left + A at the same time (2nd Stage) L + R + upper left + B at the same time (ard Stage) L + R + upper right + C at the same time (4th Stage) L + R + upper right + X at the same time (5th Stage) L + R + upper + Y at the same time

START WITH SIX BOMBERMEN If you start playing a normal game

between 10 and 11:00 am, you're given six extra lives instead of the usual three!

BATTLE GAME

Here's how to gaing the hidden characters (Yuna &



Manto) and computer level 4 (the level is usually set from 1 to 3). On the "Match play" select screen, press and hold Top Left + Top Right at the same time for one second to gain Yuna, with her speed multiplied four times. Manto has the power globe



They call him Mr Bombastic.



SEGA RALLY

Access LAKESIDE

Once you've activated this cheat, it will be saved on your Saturn's memory for as long as you want it. This cheat will enable you to select the Lakeside course on Practice. Time Attack and two player. mode. It will also appear on the Record screen and you'll be able to select the Lake Side music on the sound option screen. There's two ways to get this

EITHER: Finish Championship mode in first place. OR: Press X and Y simultaneously on the mode select screen.

DRIVE THE STRATOS

Unless you're absolutely brilliant at Rally, you'll prob-



To access, hold X and press C to choose a car on the car select screen. Your car will automatically be set to hyper car mode, and there's a new record table for hyper cars. However, the time comparison does not work in this mode



We love it! We love it! We love it! We love it! Do you?

ably still be tearing your hair out trying to obtain the secret car - the Lancia Stratos. This cheat allows you to access the car at all times and also save it on to the record screen. Again, this can be accessed in two ways: EITHER: Finish the Championship Lakeside mode in first place OR: Press X.Y.Z.Y.X on mode select screen.

DRIVE STRATOS IN ARCADE MODE

This cheat will only work if you select arcade mode on the options screen. Once the Stratos cheat is activated (see previous cheat), press right when the cursor is on Delta MT (on the car select screen) for the Stratos MT. Press left when the cursor is on Celica AT for Stratos AT. Your course record will not be saved when in this mode.

GET HYPER CARS!

This gives your cars a power boost and also allows a better grip on the road. The change may not be completely obvious at first, but you'll soon realise the difference when you start shaving seconds off your previous times, incidentally, you can also access this cheat in the arcades too.



▲ Dreamcast Rally 2 contains the three original tracks!



▲ Why didn't people buy Saturns with games like this?

MIRROR MODE

Well, it wouldn't be an AM game unless it came complete with a mirror mode, would it? In arcade

mode, go to the "select game" screen, then hold Y and press C to select either Championship or Practice mode. In Time Attack or two player

mode, go to the course select screen, then hold Y and press C to select the course. Time attack records and ghost data will

not be recorded, and no ghost car will be available.

CAMERA ZOOMING ON END SEQUENCE To zoom in when the end sequence is being played,

hold Z and Down, then press L or R to zoom in or out.

FULL-SCREEN MODE

To play the game without any on-screen dials, hold Down, X, Z and A before the Car Select screen appears, and keep them held while you press C to select a car.

RACE AGAINST AM3'S FINEST!

To race against one of AM3's top drivers on the Desert course, select Time Attack. Choose any course and any car and when you reach the screen with "a Laps" and "Free Run" options, highlight "3 Laps" and press X+Z+C at the same time. You'll start as usual, only the shadow car will race off and get 52 second laps on the Desert course. By the way, this is another feature not included in the inferior American version of the game.

0 51 50

SHELLSHOCK

In the hangar press down, up, down, seven times up, down, down, A, A, A. A cheat menu should appear.



SHINOBI-X

To get 999 shurikens, go to the options screen and highlight the 'Shurikens' option. Now hold the L and R buttons and press C, A, B. The number will change to '999', meaning that you've got loads to throw around when you start the game If you want to see all of the FMV in the game, watch the opening intro sequence and while it's running, press C, X, B, Y, A, Z, Start. To skip levels: pause the game and then press A, B, A, B, C. Now use the D-Pad to pick your level.





SILHOUETTE MIRAGE

Treasure have just re-invented the shoot 'em up with Radiant Silvergun, while late last year they gave the platform genre a comprehensive makeover when they released Silhouette Mirage.

Hopefully a few of you bought this classy platformer on import, so try out this nice extra options cheat.

DEBUG MODE

After the Treasure log appears, press X+B+Z+Start. This should take you to a new option screen with the Debug Mode accessible from here Turn this option on and start a game to be given a level select and 9999 gold, plus a great sprite manipulation feature can then be activated by pausing the game and pressing Top Left+Top Right. From here it's possible to play with all of the sprite scaling and technical details that are in the game! But it may crash your Saturn in the process, so don't get too carried away..





SHINING THE HOLY ARK

EXPERIENCE BUILDING TIP

Here's how to keep encountering the 3333 experience granting creature in the tower to the east of the Capital of Enrich. From the entrance of the tower, head north, then turn right. You should then be able to see three paths in front of you (one to the left, another to the right and in front of you there'll be a door). Keep running from the left path to the right path and back again and you should ALWAYS be able to fight the 3333 experience critter. The same creature also pops up regularly in the East

Shrine, and at this point in the game the extra levels you can gain are VITALI

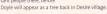
SCARY FAIRY BELL

Once you've found all of the fairies, go back to the Forest of Confusion and check the monolith. Hold down the C button as if you're sending the fairies off to attack, and the Fairy Queen should appear. Hopefully, she'll give you a Fairy Bell which can then be used to send all of those

lovely fairies off into battle at the same time, doing around a whopping 400 points of damagel

JOIN US DOYLE

There's a rather good extra character called Dovle hidden in the game, and he's a worthy addition to the team. To find him you'll need to visit the south-east village of Ninia and talk to the important people there, before



SHADY SHOPPING SCHEME

Basically, you need to hassle the poor shop assistants in the weapon and tool shops, until they eventually sell you a superior product to the one they first try to sell you! Press the C button to start a conversation with the shopkeeper, then rapidly skip through the text as if you've decided to leave without buying anything. Then start again, but look out for anything different coming up in the shopkeeper's speech window. Repeat until you either get extremely bored, or the shopkeeper offers you something you like, which should be better than the original product! Warning! Do not attempt this technique in a REAL shop in the real world - a small custodial sentence or large physical injury may occur.



A Hands up all those who got stuck on that stones bit?



Pixie Locations

- 1. Desire Mine : Succubus 1 Muran 2. Right outside Desire Mine : Leprechaun 1 - Dana
- 3. Desire Village : Incubus 1 Lantano
- 4. Forest of Confusion : Fairy 1 Daisy
- 5. Forest of Confusion(pond): Pixie 1 Maple 6. Desire Village: Pixie 2 - Cherry (returning the dog)
- 7. Forest Cave : Fairy 2 Iris
- 8. Forest Cave : Leprechaun 2 Tak
- 9. Forest Cave : Incubus 2 Enjewel
- 10. Forest Cave : Pixie 3 Willow
- 11. Town of Enrich : Incubus 3 Masakari
- 12. Town of Enrich: Succubus 2 Dahlia 13. Town Well: Succubus 3 - Roberia
- 14. Dungeon Well : Pixie 4 Cedar (found by Taeho
- 15. Enrich Dungeon: Leprechaun 3 Morgan
- 16. Enrich Dungeon : Fairy 3 Camellia
- 17. Forest of Aborigine : Incubus 4 Krupis
- 18. Forest of Aborigine : Leprechaun 4 Kokus
- 19. Forest of Aborigine : Fairy 4 Peony
- 20. Aborigine Mansion : Leprechaun 5 Zircon
- 21. Aborigine Mansion : Incubus 5 Liknis
- 22. Aborigine Mansion : Succubus 5 Orlea
- 23. Gravevard Catacombs : Succubus 4 Lacev
- 24. Mountain Cave : Fairy 5 Lily
- 25. Mountain Cave : Succubus 6 Ripanos
- 26. Mountain Cave: Leprechaun 6 Mangus
- 27. Mountain Cave: Pixie 5 Palm
- 28. Far East Village: Pixie 6 Apple 29. Far East Village : Fairy 6 - Azalea
- 30. South Shrine : Incubus 6 Cypress
- 31. South Shrine: Succubus 7 Kathorea
- 32. South Shrine: Leprechaun 7 Darbie
- 33. Enrich Dungeon New Section : Incubus 7 Aster
- 34. Enrich Dungeon New Section : Pixie 7 Lime
- 35. West Shrine : Pixie 8 Pear
- 36. West Shrine : Fairy 7 Sisal 37. West Shrine: Incubus 8 - Adonis
- 38. East Shrine: Fairy 8 Mimosa
- 39. East Shrine: Leprechaun 8 Solo
- 40. East Shrine : Pixie 9 Plum 41. Mirage Village: Succubus 8 - Viola
- 42. Outside Mirage Village : Leprechaun 9 Stilt
- 43. Tower of Illusion : Incubus 9 Croton
- 44. Tower of Illusion : Succubus 9 Lunaria
- 45. Tower of Illusion : Fairy 9 Primrose
- 46. Tower of Illusion : Leprechaun 10 Eric 47. Desire Mine - New Section : Succubus 10 -
- 48. Desire Mine New Section : Fairy 10 Clyde
- 40. Desire Mine New Section : Pixie 10 Baldric
- 50. Desire Mine New Section : Incubus 10 Boris



SIM CITY 2000

To get a gambling reel where you can gable all your money away, start a new city and build a marina and legalise gambling as soon as you can. Keep watching your marina and highlight a boat when it comes out. Now press the L button to bring up a slot machine! You'll use up 10 dollars every time you use it, but you can keep gambling for as long as you like.



SKY TARGET

DINOSAUR POWER-UP ACTION

While you're tackling the cream-coloured Stealth Bomber on Mission Two, look out for any other aeroplanes flying towards you - there should be a flying dinosaur creature! Shoot it down to receive a 5% increase in your plane's energy and look out for other power-boosting flying monsters elsewhere in the game!

UNTESTED AND DANGEROUS PROTOTYPE

Complete the game on Ranking Mode, and a new plane (the XF/A-49) should be available for you to pilot. This plane may be experimental and temperamental, but in the tradition of cheesy military films, it's "our only hope for victory."





SOVIET STRIKE

So my comrades, I see you are stuck on our mighty Soviet Strike. So I give you the secret access codes.

Crimea - KRA7HA Black Sea - VERBLUD Caspian - YADRO Dracula - PERIWOROT

EXTRA CHEAT CODES COLDPIZZA - Unlimited Fuel FREEBIE - One Extra Life **VOODOO - Four Extra Lives** GABRIEL - 4 x Weapon Power-Ups ALBATROSS - 1/2 Speed Fuel Usage





The last opportunity for a cheap 'chopper' joke.

SOLAR ECLIPSE

When playing a game, pause and press Right, Down, Down, Left, then press one of these sequences to get many exciting effects.

All weapons and shields Nine Lives Invincibility Cloaking

Death Star Trench

Fade to Black **Programmer Heads House Hunt**

A, Left, Left B, Up, Down, Down, Y B. Up. Left, Left, Y Down, Right, A. C. Up, Left, A Right, Right, Down, Down X, Y, Z, Z, Y





C, Right, A, Z, Y

SONIC BLAST 3D

After beating the game with all seven Chaos Emeralds, go to the Options screen and highlight "Start." A stage select will appear, giving you access to every stage.

STAGE SKIP

While playing, press and hold either A, B, or C, and press Start.

At the Start screen, press UP, RIGHT, A and C. Then, while playing, pause the game and press any of the following:

- A Skip one act.
- B Skip one level.
- C Skip to last level.
- X Gain a life.
- Y Gain a medal
- Z Get all Chaos Emeralds.

▲ Oh, what could've been, if only Saturn had a proper Sonic Team Sonic game at launch. We might still have jobs.





Now we've got lots of spare time to play games!

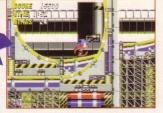
SONIC JAM

SONICWORLD TIME ATTACK!

Highlight SonicWorld at the main screen, and press A then Start straight afterwards (really quickly). Keen them held down until the game starts. You should then start SonicWorld, and there'll be a 60 second counter in the top left of the screen. Collect all 100 rings in the 60 second limit (very, VERY hard)







and you'll receive something rather cool...

SONIC TEAM DO EXTRAS!

If you have access to a PC or Mac, you can find some extracool Sonic artwork hidden away on the Sonic Jam CD. Just



put the disc into a computer's CD drive, and open up the folder called 'Extras.' Thankfully Sega Europe haven't removed this from the UK version, and it's all in a nice easy-to-open Windows format as well. You might even recognise some of the art that we've used in the mag!



SONIC R

RACE THE SAME CHARACTERS

In the two-player mode both racers can 'be' the same character Once player one has selected a racer, player two needs to highlight the same character and press X + Y + Z to pick his or her racer

PLAY AS ROBOTNIK

Players need to finish in first place





on the Radiant Emerald course. Robotnik will now be selectable.

BE SUPER SONIC

Collect all of the Chaos Emeralds, then press Up when selecting Sonic.





SPACE HARRIER

Hold L+R+A+C+Y at the title screen, press start to the OPTION menu. This adds the "Shadow Mode" and "M Stick Adust" modes. There are arcade mode and Saturn mode switches under the Shadow Mode option.

FIVE CONTINUES

On the second controller Press A, C and Start when the Sega logo appears. You should hear a sound and get five extra credits.



STEEP SLOPE SLIDERS

EXTRA CHARACTERS AND TRACKS

Players need to complete the tracks setting a time record or stunt record in the process, to gain the first four extra racers. In the finished version there are at least 13 extra racers to be found!

Once you've gained the first extra four, press the following buttons to gain the 'extra' extra racers:

GIRL ONE While pressing the Left Shift button, select the Child

DOG While pressing the Left Shift button, select the Bald Bloke

BABY CAR While pressing the Left Shift button, select the Alpen Racer

ALIEN While pressing the Left Shift button, select the Hero

GIRL TWO While pressing the Right Shift button, select the Child

PENGUIN While pressing the Right Shift button. select the Bald Bloke



PERA While pressing the Right Shift button, select the Alpen Racer

UFO While pressing the Right Shift button, select

EXTRA COSTUME CHANGES

When selecting you racer, hold X+Y+Z and press either A or C. The characters will now be wearing some swish new 'gear'.

SELECT TIME OF DAY

By turning off the 'Time Progress' mode in the options screen, players can select the time of day each race takes place. Press and hold the following buttons as you select your racer. Keep 'em held down until the race starts:

To race in front of a gorgeous sunrise, hold Z+Left+A while selecting your racer. To race in the evening, hold Z+Right+A while selecting

vour racer To race at night, hold Z+Down+A while selecting your racer.

Hidden game alert! You'll need to have earned all eight of the initial racers before using this cheat AND you need to have completed a course with each of 'em first. You casual boarders had better get practising if you want to play this hidden shooter:

STEEP SLOPE SHOOTERS!

After gaining and racing with the extra four racers, press and hold Top Left+Top Right+X+Y+Z+B+C at the 'Press Start' screen . Keep them held down, and







press Start with any spare fingers you've got left (your nose will do). Keep the buttons held down and select the options menu with the A button. Then highlight Exit and press the A button again. The title screen for Steep Slope Shooters should now appear.

EXTRA COURSES

There are also four extra courses we've found (so far) that can be selected once you've found the first four extra racers:

OUTER SPACE While holding the Left and Right Shift buttons, select the EXOO course

SPACE COLONY

While holding the Left and Right Shift buttons, select the EXO1 course

SOUTH POLE

While holding the Left and Right Shift buttons, select the EXo2 course

SPACE HALF PIPE

While holding the Left and Right Shift buttons, select the EXo3 course



STORY OF THOR 2

Press Z to call up the weapon menu. Then hold X and press the Left Button. Release them and a second player is added. Hurrah! A two-player mode!





STREET FIGHTER ALPHA

Here are the cheats to play as the three hidden characters, as well as how to perform Akuma's hidden firecracker throw.

M BISON

Hold the L button and move down to the "?" on the character select screen. Now press Back, Back, Down, Down, Back, Down, Down, then press X and Y to select him. Press A and B instead for alternate colours.

AKUMA

Hold the L button and move down to the "?" on the character select screen. Now press Back, Back, Back, Down, Down, Down, then press X and Y to select him. Press A and B instead for alternate colours.



3411 CROW

You can get this for a tenner in some places. Bargain!

DAN

Hold L and R and move to the "?" on the character select screen. Keep holding L and R and press Y, X, A, B, Y to select him. Press Y, B, A, X, Y for alternate colours

AKUMA'S INSTANT HELLISH DEATH STRIKE

One of the most incredible moves in the game is Akuma's secret combo which can take off around 50% of an opponent's energy bar. When charged up to level 3, press LP, LP, Forward , LK, HP. It has to be done very quickly but will connect from most places on the screen

GET THE ORIGINAL BLUE SUPER SHADOWS

For the original blue super shadows set the music to original in the options mune.

STREET FIGHTER ALPHA 2

CHOOSING STAGE

When and player joins in Arade mode, the player can choose stage like in the arcade. First of all, choose your favorite stage, and then move cursor on the stage and press Start button for a second. Now choose a flighter that you wish to use. If you want to select secret stage of Sagat and Bison, press start button on their stage. While pressing the start button, move cursor on a flighter you wish to use.

CHUN-LI'S OLD CLOTHES

Move cursor on Chun-Li and **press start button for 3 seconds**, while pressing the start button for 3 secconds, press any button to start.

EVIL RYU

First of all, move cursor on Ryu. Second, press the start button and hold it down. Third,



move cursor over the following: Adon, Akuma, Adon, Ryu. With Start still held down, select Ryu. You'll now have a more powerful Ryu with Akuma's Death Strike!

OLD ZANGIEF

Like selecting Evil Ryu, press and hold the start button, then move cursor over Zangief, Sagat, Sodom, Rose, Birdie, Nash, Dalshim, Ryu, Adon, Chun-Li, Guy, Ken, Zangieff You'll be able to choose Zangief from Street Fighter II

OLD DHALSIM

Like selecting Zangief, press the start button, then move cursor over Dalshim, Zangief, Sagat, Nash, Dalshim. You'll be able to choose Dalshim from Super Street Flighter II Turbo.

from Super Street Fighter II Tur PLAY WITH DEVIL AKUMA

Bring select cursor to Akuma, hold down start





and then press: Down, Down, Right, Down, Right,
Down, Down, Down, Left, Down, Left, Down, then
Press Punch or Kick.

SAVE HIDDEN CHARACTERS

Once you've performed a fighter code, you can shortcut to the secret character on the shortcut Versus Screen. Simply **press and hold start** then select the character.

INFINITE CUSTOM COMBOS

In training mode, **hold down L** and start while picking a character. When perform a custom combo, the meter never runs out.

FIGHT DEVIL AKUMA

In survival mode, hold down L and start while picking a character. You will fight the characters in a different order. Chun Li will have on her original outfit, and the final character you fight will be Devil Akuma.



STREET FIGHTER COLLECTION

It took Virgin about 100 years to release Marvel Super Heroes in the UK, so Street Fighter Collection will be out here around the year 2098. For anyone reading this magazine 100 years from now, or for readers with time-travelling abilities, here are the codes for the incredible Street Fighter Collection:

AKUMA IN SUPER SFII TURBO

At the character selection screen, highlight Ryu and hold Top Left + Top Right.

SECRET COLOURS IN SUPER SFII TURBO

To access the secret colours for anyone, select a char-





acter then **hold the button down** until your fighter changes colour.

EVIL RYU IN ALPHA 2 GOLD

To play as Evil Ryu, highlight Ryu then **press** Start twice.

SPECIAL SAKURA IN ALPHA 2 GOLD

To play as Special Sakura, highlight Sakura and press Start five times. If it worked her clothing will change.

SHIN GOUKI IN ALPHA 2 GOLD

To play as Shin Gouki, highlight Akuma and press Start five times.

CHAMPIONSHIP EDITION VER-SIONS IN ALPHA 2 GOLD

To play as the Street Fighter II: Championship Edition version of





a character, pick one of the fighters that appeared in that game (Ryu, Ken, Vega, M Bison, Sagat, Dhalsim, Chun Li or Zangief) then press START once. Your character's colour should change if you did it right.

CAMMY IN ALPHA 2 GOLD

Complete the game in arcade mode, playing as M Bison with the game on default settings, making sure you get the number one spot on the high score table. Enter your initials as CAM. Press Start twice on M Bison to select her.

RANDOM SELECT FOR ALPHA 2 GOLD Press Down on Nash, or Up on Ryu to be given a

Press Down on Nash, or Up on Ryu to be given a random fighter. That's really useful.

RAPID ATTACKS

Hold Top Right while selecting your fighter - this seems to speed up the character's attacks, and works on any of the games in the collection.

STREET FIGHTER: THE MOVIE

SECRET CONFIGURATION

Press the start button to pause the game and press A or C to pull up a game contoller configuration panel.

PLAY AS AKUMA!

At the character selecy screen **pres up**, **B**, **down**, **Z**, **right**, **X**, **left**, **Y**. Akuma's outline appears in the background.

MUSIC VIDEO

All you need to do to get it is complete the game in 'Movie Battle' mode. Once you've beaten Bison twice (jump kicks is the easiest way) the video will play. To



▲ Why did Capcom let their characters to be treated...



see it at any other time, go to the "Battle Select" screen then select the "Back Up" option to get the screen with "Video Cilp" on it. Select this to get the video to the song "Something There" performed by Chage and Asks. Watch it closely and you might spot some of the SF Movie characters, as well as seeing the guitarist's really bad minimal.





...in such a terrible manner? It's the worst SF game, ever!

STREET RACER

ACCESS SILVER CUP

Enter the password 'TRAFIK' to advance to the Silver Cup

Access GOLD CUP

Enter the password 'NEJATI' to advance to the Gold Cup

LOADS MORE

Enter the password 'DOUGAL' to open up new courses, the Platinum Cup and allow access to the Rabbit Carl

ADVANCED OPTIONS

Enter the password 'TURGAY' to alter the game's more technical options.





Super Puzzle Fighter II Turbo

SECRET CHARACTERS

At the Character Select screen, enter one of the following codes to select any of the three secret characters. In order to win them they must first be obtained in the Street Puzzle mode.

Dan - Hold Top Left and Top Right and press A.

Devilot - Hold Top Right and press A. Gouki - Hold Top Letf and press A.

PLAY AGAINST DEVILOT

To play against Devilot on Stage 7, you must meet the following requirements before defeating your



opponent in Stage 6:

Play in Arcade mode, selecting Normal or Hard difficulty. Finish a round under 60 seconds. Finish a round with a Super Finish. Perform a minimum of a 4 hit chain combo in a round. Your maximum power gem count (the counter right under the chain combo counter that shows up at the end of a match) has to be

at least 20. Don't continue. PLAY AS ANITA

On the Player Select screen, highlight Morrigan, hold Start, move over to Donovan and press A. For player two, use the same process but start at Felicia.



PLAY AS GOUKI (EASY WAY)

To play as Gouki without having to earn him from the "Street Battle" mode, at the Character Select screen, highlight Morrigan, hold Select, then press Down, Down, Down, Back, Back, Back, and then any button.

PLAY AS DEVILOT (EASY WAY)

To play as Devilot without having to earn her from the "Street Battle" mode, at the Character Select screen, highlight Morrigan, hold Select, then press Back, Back, Back, Down, Down, Wait for the timer to reach 10, then press any button.

PLAY AS DAN (EASY WAY)

To play as Dan without having to earn him from the "Street Battle" mode, at the Character Select screen, highlight Morrigan, hold Select, press Back, Back, Back, Down, Down, Down, then any button.

THUNDERHAWK 2

SOUTH AMERICA (ARMS RUNNING)

- 1 J411KFC5QBDUTIO
- 2 J9N1HNC7UBDVRUA 3 - J93HU3C61BDVØOQ

SOUTH AMERICA (STEALTH DOWN)

- 1 JRKHUFC8OBDVVVA
- 2 JRAQUECRNEDETEL 3 - JTHPUNEQFFDFQSQ

PANAMA CANAL (CANAL CRISIS)

- 1 IVEPVICTREDE102
- 2 JU89TQKVUCFSD2 3 - J1JDOUC1SJCFRH2

CENTRAL AMERICA (RECAPTURE TOWN)

- 1 I188ROCIICE1DA
- 2 JIDSRNCLDNAFSEI
- 3 JJJDRNCK8NAFRBA

EASTERN EUROPE (ESCORT CONVOY)

- 1 IIPSRNCMMNAFØ1A
- 2 JIKKRPCDBREFS8A
- 3 JMV4RPCA8REFRMI

MIDDLE EAST (RECAPTURE TERRITORY)

- 1 IA24RMSFIREFØFA
- 2 JDL4RNSELUMFTMA 3 - JFH4RNSHSVMFRK2

MIDDLE EAST (OIL DISPUTE)

- 1 JFNKRNT36VMF162
- 2 JGDKRND3636FSFQ

3 - JG34RND5436FQCQ 4 - I3VKRND6E36FØKA

- SOUTH CHINA SEAS (PIRACY) 1 - I344RND9A36FUFI
- 2 I4O4RND9C66FTL2
- 3 IV1KRNDRH66F08A

END SEQUENCE IUN43NDTJ66FØ8A





Anyone play the Mega CD prequel? It was... okay.



A I've got a huge helicopter! No, that's no right is it?

TOSHINDEN S

BIG HEADS CODE

At the title screen press and hold the Left and Right Shift buttons. Next choose your character as normal, and they will have huge heads!

PLAY BOSSES

To access the three hidden characters - Gaia, Sho and Cupido - go to the title screen (with Press Start flashing up) and press Up, Down, Up, Down, Right, Left, Right, Left. You'll hear Ellis shout to let you know that it's worked. Now start any type of game and the two bosses. Gaia and Sho, will be added to the right-hand side of the screen. To select Cupido, highlight Sho, hold Up and press any button.

FREE CAMERA VIEW

To access the free camera view, pause a game at any time and go to the options screen. Highlight "Exit" and press the L and R buttons at the same time. The pause message will disappear and you'll now be able to control the camera.

D-pad - Move camera L - Rotate left

- R Rotate right V - Zoom in
- Z Zoom out







TITAN WARS

Pause the game at any time and press Right, Down, Down, Left, then key in one of these sequences to get some wacky modes!

Guidable Weapon Tracking Weapon Horde Level Chowder Level Frost Byte Level

B. A. Left. Left Left, A. Down, Y C, Up, Down Y. Down, Down, Up, Right, C B. Up. Right, Right

Somethin' Trippin Level **Detonating Weapons** Rally Mode Video Test

B, A, Right, Start Down, Up, Down Right, A, L, L, Y Up, C, B, A, Down







ULTIMATE MORTAL KOMBAT 3

After losing and choosing not to continue, change the icons in the corresponding boxes the number of times in each code to get that character.

Mileena: 7, 0, 0, 7, 2, 3 Classic Sub-Zero: 7, 6, 0, 5, 2, 0 Ermac: 9, 6, 4, 2, 4, 0

CHEATS MENU

When you hear 'Prepare for Kombat,' press C, R, A, Z, Y, C, Y, R, A, X. Then, at the Main Menu screen, press UP for "Cheats."

FREEPLAY MODE

Do the following codes on the purple skeleton screen, Up. Up. Right, Right, Left, Left, Down, Down: or Up, Up, Left, Left, Right, Right, Down, Down. If you did it correctly a voice should say "Excellent" Then wait for the menus and don't push any buttons. Either of these codes are supposed to put you in freeplay mode.

DEAD BODIES TRICK

By selecting the pit bottom stage, you can make the dead bodies come to life or disappear. First, press pause whilst playing the game, then press A, A, B, A, Z, Right, Up, then L + R. When you press start again, the bodies will get up and will start to walk around or vanish completely. Spooky...

HIDDEN CHARACTER CODES

Here are all the Kombat Kodes we know at the moment. They should all be entered on the battle screen - player one controls the first three figures, and player two controls the next three. The numbers correspond to the number of times each button needs to be pressed for the correct symbol to come un

Mileena - 700723 Classic Sub-Zero 760520 ERMAC - 964240



PLAY HUMAN SMOKE

Player 1: After selecting the robot hold Left + HP + BLOCK + HK + Run

Player 2: Use the above code but substitute Right for the Left.

His moves are very similar to Scorpion's:

Harpoon B, B, LP

Teleport Punch RK in mid-air Air Throw Decapitation Fatality R, BK, R, R, HK Fatality Unknown Friendship Unknown

Babality D. B. B. F. HP Animality Unknown Pit Fatality Hold BK + press F. U. U. LP

CHANGE THE OPENING QUOTE

While Shoa Kahn is laughing on the purple skull screen press down, up, left, left, A, right, Down. It should change the opening quote from "There is no knowledge that is not power" to "Imagination is more important than knowledge".

EXTRA TREASURES OF SHAO KAHN

If you beat the game on 2nd Master Mode and get to the treasures of Shao Kahn go to the last one on the right and now push right one more time for more treasures!

ADDITIONAL KOMBAT KODES

Half Energy for Player 1 033-000 000-033 Half Energy for Player 2 707-000 Quarter Energy for Player 1 **Ouarter Energy for Player 2** 000-707 010-010 Throw Encourager 100-100 **Throwing Disabled Blocking Disabled** 020-020 987-123 No Motor Silent Kombat 300-300 788-322 **Ouick Uppercut Recovery** 044-440 Sans Power (Little energy in round 3) 688-422 **Dark Kombat** Randper Kombat (Random morphing) 444-444 985-125 Psycho Kombat (Dark, randper, no meters, no block, quick uppercut) 466-466 **Unlimited Run** 642-468 Play Galaga

999-999 390-000

000-390

390-390

040-404

Show revision number Player 1 does half damage Player 2 does half damage Both players do half damage Real Kombat

722-722 Combo system enable 321-789 Super run jumps Regenerate power bars 975-310 555-556 Special moves disabled 024-689 Super endurance mode

KOMBAT ZONE SELECT:

004-700 Kahn's Kave Desert 330-033 River Kombat 002-003 Scornion's Lair 666-444 Ermac's Portal 933-933 **Bell Tower** 077-022 Bridge Gravevard 666-333 800-220 Kahn's Tower 600-040 Kombat Temple 050-050 Noob's Stage 820-028 Pit 2 343-343 Roof Soul Chamber 123-901

Suhway

TEXT MESSAGES:

079-035

880-088

717-313 "Rain can be found at the graveyard" 448-844 "Don't jump at me" 122-221 "Skunky!" "Watcha gun do?" 004-400 550-550 "Go see Mortal Kombat the live tour!"

"No Fear 282-282 123-926 "No knowledge that is not power" 987-666 "Hold flippers during casino run"

WINNER FIGHTS:

Winner Fights Motaro 969-141 769-342 Winner Fights Noob Saibot 033-564 Winner Fights Shao Kahn Winner Fights Classic Smoke 205-205

SMOKE MORPH FOR SHAND TSUNG

Back, Back, Down, LK (do this fast)

ULTIMATE CODE

At the title screen hit C,Right shift, A, Z, Y, C, Y, Right shift, A, X. Hit Up on the main options to reveal the? The following options should be available Free Credit Mileena Ermac Classic Sub Zero Fatality time One round matches.







VAMPIRE SAVIOR

I'll let you into a secret - vampires don't really drink blood, it's just strong Ribena. They don't seem quite so scary now, do they? And werewolves? Just tickle their tummies and tell them to sit.

CHANGE COSTUME

When selecting your fighter, press all three punch buttons or all three kick buttons to receive the character's seventh and eight choice of kit.

CHANGE STAGE BACKGROUND

After you've selected your fighter in Versus Mode. pick a stage and hold Top Left and Press A to change the background colour.





FX OPTIONS

This is really useful. Complete the game without continuing, then go to the title screen, highlight Option and hold down Top Left and Top Right then press Start. Now you should enter a new option screen, which allows you to fiddle with some new options, and best of all, change ALL of the text to English!

DIAV AS DARK GALLON

When selecting your fighter, press Top Left + X + Y + Z at the same time Gallon's colour should start flashing to indicate it worked.



PLAY AS SHADOW

Highlight the Random Select option, then press the Top Left and Top Right buttons five times. Keep 'em held down on the fifth press, then hit X + Y + Z to select your fighter. If you win, the Soul Stealer will possess the character you've just defeated, and you'll fight the next round with the guy you've just beaten.

RANDOM STAGE SELECT

In versus mode, press Top Right before selecting a stage.

WINNING POSE SELECT

A nice easy one to end with - press any one of the six punch and kick buttons to select your victory pose.

VICTORY BOXING

One of the best features of Victory Boxing is that there are lots of secret characters. To get them you'll need to play the game through in Main Event mode and complete it as the top rank

Though all of the characters look very different, they're fairly similar when it comes to fighting. They've all got top stats in every area, meaning that the fights between them can last a long time.

KIKI AND NANA: The deadly mother kangaroo with her ninja joey.

m-ogij: The Dural-like silver characters from the fighter select screen

YAMOTO MUTSU: A kick boxer who doesn't use his feet But is still rock hard.

SNAKE: The one-eyed trainer and his bottle of grog.

As you play through the game, you'll learn some excellent combos from Snake the trainer. To save you the hassle of finding a pen and paper to write them down, here they are. The different styles are based on which head you choose for your character and for a left-handed fighter, the directions should be reversed.

DETROIT STYLE

PPESS COMBO NAME Combo 1 B. Right+B Combo 2 B, C Left, Right, B Combo 3 Tiger Swing Up, Down, C Slash Ax Down, Up, B

OSCAR STYLE COMBO NAME

PRESS

Combos B, Right+B Combo 2 B, C Combo 3 Left, Right, B Up, Down, C Jolt Hook Glide Burst Down, Down, C

OPEN STYLE COMBO NAME PRESS Combo 1 B, Right+B Combo 2 B, C Left, Right, B Combo 3 Smash Down, Left, B+C Corkscrew Up, Left, B

PHILADELPHIA STYLE

COMBO NAME PRESS Combo 1 B, Right+B Combo 2 B. C Left, Right, B Combo 3 Combo 4 Left, Right, C **Boro Punch** Up, Down, B+C

PEEK-A-BOO STYLE

COMBO NAME PPESS Combo 1 B, Right+B Combo 2 B. C Combo 3 Left, Right, B Sero Upper Up. Up. B+C Left, Right, C Dempsey





Boxing - two big men pounding each others' meat.

VIRTUA COP

Here's the short cut to Ranking Mode. Rather than complete the game, you can now go to the SEGA screen at the start of the game and press Up, Down, Left, Right. Go to the title screen and the Ranking Mode option will be at the bottom, as well as the extra options becoming available like freeplay, extra difficulty settings, mirror mode, book keeping menu and other such wonders.

If you want to enter this cheat with the Virtua Gun, however, you have to follow this little pattern. Just shoot at the points on the screen in numerical order to access the same goodies as before. We've been assured that it does work but our dodgy aim means that we haven't actually got it going yet.

THE GUN SELECT CODE

The hidden Gun Select option allows you to pause the game and select any of the weapons at any time - including a special ultra-fast version of the Machine Gun - with unlimited ammo! Simply press the Start button to pause, then reload by shooting off the screen to cycle through the weapons.

Start the game up and when the SEGA screen appears, hold C and press Down, Up, Right, Left, Up, Up, Left, Right, You'll hear a noise and the option will now be accessable from the cheat menu. By the way, you'll need to have the Ranking Mode options saved in your Saturn, either by completing the game or using the cheat.







VIRTUA COP 2

While you may think that you can only access the three main levels from the stage select screen, you can actually open File 4: Stop the Airship Bomb - the final boss level! To do this, go to the stage select screen as usual, but instead of shooting one of the level boxes, shoot the arrow which comes off the bottom of the stage 1 box. Keep shooting it over and over until the timer runs out, and you should begin at the end of the game!

If you're getting bored of playing as Michael "Rage" Hardy all the time in one-player mode, there's a cheat to let you choose your character. On the stage select screen, hold down X. Y. or Z on the pad while picking

need to be cleared in order to use the options - the best of which is Big Head mode! To turn this option on you need to have played the game a total of 58 times. The easy way to get to this number is to put the game on Hard setting, with one life and no continues. Just start the game and you should be killed

"Hubcaps" Marshall

the game again, and repeat until the option appears. Plug the Virtua gun in the one-player port and have two-player use control pad at the title screen input up, down, up, down, A, X, B, Y, C, Z. You can get all of the options include big head mode, free play and gun select. And a new gun you can select is available,

called Special which has unlimited bullets.

by the first enemy, then choose not to continue. Start

your level, X chooses Michael "Rage" Hardy, Y chooses James "Smarty" Cools, and Z chooses Janet

An extra Options plus menu can be obtained by sim-

ply finishing the game on any difficulty setting above

Easy. On this menu are some question marks which

RANDOM MODE

Plug a joypad in port 2 and go to the option plus menu, Highlight EXIT. Hold down and press START. Highlight ARCADE and press START while still holding R. Choose a level. Now all the enemies will appear at random! It's like playing the game for the first time!

VIRTUA FIGHTER

At the title screen (when it says Virtua Fighter, press start). Press up 12 times, then immediately press start! Choose options. Move the cursor to below exit, and then press A. Now you can change the size of the ring, amongst other things,

PLAY AS DURAL

In the character selection menu, press down, up, right, and A-button + left. If it worked you will hear a woosh sound

WATCH THE CREDITS

At the opening demo hold A+B+C to see the



VIRTUA FIGHTER 2

PLAY AS DURAL

The same code that is listed above for Virtua Fighter 1 works exactly the same way for the second one

SLOW MOTION REPLAYS

Hold Down+A+B+C during the KO to watch the reply in slow motion.

PLAY WITH ALTERNATE CHARCACTER COLORS

At the character selection screen choose you charcter by pressing up+c to get the second uniform.

PLAY AS GOLD DURAL

To play as the gold Dural reverse the middle of the Dural code by pressing Down, Up, Left, A + Right.

JEFFREY'S TELEPORT

To do this trick pick Jeffrey and Shun. Make Shun sit down, then do Jeffrey's semi power bomb and see



what happens. It can be done anywhere.

COPY TAUNT TRICK

Make your opponent stand on the edge of the ring, so when the announcer says "Time Out" the opponent will stumble out of the ring, and instead of doing his losing animation he will copy the winners victory animation.

WATCH THE CREDITS

Hold down all six buttons during the demo of the game and the credits will roll by.

OPTIONS FOR WATCH MODE

In watch mode you can choose the characters that will be fighting by pressing start when the selection box goes over that character. Player one must go

first, then player two. Also, Watch Mode you can press X to change the view from standard side view to sweeping view.

SELECT TAUNTS

During the replay press and hold down either A, B, or C to select one of your character's taunts, instead of letting the game pick it for you.

PLAY VF1 MUSIC

To play Jacky's VF1 music, in the moments before the match press and hold the Right-Shift button on control





pad 2. Do the same on control pad 1 for Sarah's music.

CHANGE THE CONTROL PAD ON THE CHARACTER SELECT SCREEN CODE

At the character select screen, press and hold either the right or left shift buttons and use the D-Pad to toggle from left or right between the various configurations.

SLOW MOTION IN THE NAME ENTRY CODE After you beat the game, and before you enter ti

name entry screen hold down the L and R buttons for a Slow Motion name entry mode.

FIGHT THE ALPHABET CHARACTER (SHUN DI)

After you beat the game, and before you enter the name entry screen hold down A. Z. and Up on the D-Pad. The Alphabet fighter will fight you using Shun Di's moves.

FIGHT THE ALPHABET CHARACTER (DURAL)

After you beat the game, and before you enter the name entry screen hold down X, Y, Z, and the L & R buttons and the Alphabet Character will fight you using Dural's Moves.

DURAL VIDEOCLIP

There's a hidden video clip of Dural breaking up to reveal her real human form - Kage's mother. To access it, complete the game on the Hard difficulty setting, including beating Dural first time. It may sound really hard to do, but it can be made incredibly easy by setting Player 1 to "No Damage" and Player 2 to "Smallest" energy bar from the options screen. You'll still need to play right through the game, but you can only lose with a Ring Out.



VIRTUA FIGHTER KIDS

PLAY DURAL

In the character selection highlight Akira and **press Down, Up, Right, Left + A.** You should now be able to play as Dural.

FMV ENDINGS

Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mini movie theater option opens up in the options screen which allows you to watch the endings for those characters you have won with.



GOLD DURAL

Highlight Akira and press Down, Up, Left, Right + A

WIRE FRAME MODE

Hold the Left Shift button while Selecing a character and hold it until the game begins. Note: You may have to view all the players endings for this code to work.

SOMETHING FISHY INSIDE DURAL'S HEAD

At the select menu after you do the Dural code press and hold down C (When you hoose between normal and kids mode) until the match begins. You'll see a red fish floating inside Dural's head, who makes funny expressions during the fights.

SELECT CAMERA ANGLES

In watch mode you have a choice of 7 differ-





ent camera angles. **Press X** to get a random angle, and from there press any of the other buttons (L, R, X, Y, Z, A, B, C)

FIRST PERSON VIEW

Hold L and R buttons to choose character, hold it until the fight start. This provide the first person view mode.

SPECIAL WIN POSES

If you win with a 'Time Over' playing as either Jacky or Shun, you're treated to a special Java Tea winning pose!

VIRTUA RACING

NIGHT DRIVING

At the loading screen before the race hold down

A=X=Y=Z then press Start, then continue as usual. To

Turn it off do the same thing before your next race.

HIDDEN PORTION ON AMAZON FALLS TRACK.

After the first check point there will be a barrier on the right. Crash through it at high speed and you'll access the hidden part of the track.



VIRTUAL HYDLIDE

At the beginning of the game input the words Sword, Armor, or Hylide in the world creation name to pick up items pertaining to the name in the cemetary.





VIRTUAL ON

ALTERNATE COLOURS

At the Title screen, simultaneously **press UP, L, and R** to change the colour of your mech.

DIFFERENT CAMERA ANGLES

While playing, **press X, Y, and Z** all at the same time to get different camera angles.

SELECT JAGUARANDI (EASY WAY)

At the Title screen, **press DOWN**, **L**, **and R** to select Jaguarandi.



PLAY AS JAGUARANDI

Beat Arcade mode on Hard, then at the Character Select screen, move to Raiden, push RIGHT, and you should be able to select a new mega-mech, using the chassis name of Jaguarandi.

SHIP ABDUCTION

After beating the game, wait for the credits, and when they start to roll, **move the control pad from LEFT to RIGHT.** A thy ball of **light should shoot** across the stars, and when your mech comes into view a ship will zoom by, take your mech, and fly to the blue planet with it.



WARCRAFT 2

It's a strategic tour de force! Fans of pointing and clicking should have fun with Warcraft 2, especially as it's a rather ace Command & Conquer-alike.

TSGDDYTD - Gives invincibility and 255 damage points against magic

DCKMT - Full upgrades

VRYLTTL - Gives access to all of the spells, and renews mana after each spell has been cast NSCRN - Shows the entire map

GLTTRNG - Gives 10,000 gold, 5000 lumber and oil
MKTS - Speeds up the building and upgrade process
NTTHCLNS - Skips to the next level

NGLS - Disables the magic traps set by opponents HTCHT - Only takes two chops to harvest lumber YPTFLWRM - Instant defeat

NVRWNNR - Cancels the victory sequence and lets you continue playing the same level







WINTER HEAT

JEFF JANSENS (JAPANESE VERSION)

To play as old afro-head, players need to have registered an 11 event total score over 10,000 (easy-peasy). Then hold down Top Left + Top Right while selecting the eleven event mode from the main options screen. Jeff appears instead of UK competitor BB.

EXTRA CHARACTER

You need to have registered a total score over 10,000 first, then while the event is loading (on the black and white event screen), press one of the following sequences to replace your character with the spherically-sliced athlete:



Up, Up, B, Down, Down, B - Yellow Up, Up, Up, B, Down, Down, Down, B - Grey Up, Up, Up, Up, B, Down, Down, Down, Down, B - Pink

WORMS

To get the Sheep, Mini Gun and Banana Bombs, go to the weapon select option and move off "Exit" Then press C, Z, Z, C, Z, Z, C, Z, Z.

NEW WEAPONS 2

7.029

Another version of this cheat suggests pressing C + Z together nine times at the Weapon Options screen, also making sure the cursor is not highlighting any options.





WIPEOUT 2097

As if this game wasn't cool enough, we also have an absolutely huge stack of groovy codes for this ace futuristic racer. All of the codes are activated by holding Top Left + Top Right + Down, so you'll need one of those rare joypads with two functioning top buttons!

COMEDY VEHICLES

Hold Top Left + Top Right + Down while the game is loading, and the vehicles will be changed to 'comedy' racers like bees, snails and cute little piggles!

ACCESS PHANTOM CLASS

Hold Top Left + Top Right + Down at the class and track screen, then press A A B B C C to access the Phantom class tracks the easy way.

ACCESS ALL TRACKS PER CLASS

Hold Top Left + Top Right + Down at the class and track screen, then press X X Y Y Z Z to race all of the tracks in each class of racing



GAIN THE SECRET EXTRA TEAM

Hold Top Left + Top Right + Down at the team select screen, then press A X B Y C Z to access the top secret Piranha team's extra vehicle.

IN GAME - ALL WEAPONS

Hold Top Left + Top Right + Down, and press A A to give your car a constant supply of weapons to use.

RECHARGE ENERGY

Hold Top Left + Top Right + Down, and press B B to charge the car's energy to maximum.

EXTRA TIME

Hold Top Left + Top Right + Down, and press C C to alter the race clock to 9:99 and stop it from counting down.

MACHINE GUNS!

Hold Top Left + Top Right + Down, and press X X to equip your racer with some cool machine guns!

WIREFRAME MODE

Hold Top Left + Top Right + Down, and press Z Z to activate an ultimately useless, but nonetheless quite interesting wireframe mode.

AUTOPILOT ENGAGE!

Hold Top Left + Top Right + Down, and press X Y Z X YZXYZ to whizz through all the tracks on autopilot mode. Press C to activate the autopilot once you've inputted the code

X-MEN: CHILDREN OF THE ATOM

SPEED UP LOADING TIME

While continuing, hold down the left and right buttons to keep the same characters and reduce the loading time. Also, if you hold the L+R buttons in two-player versus mode it acts as a quick select so you don't have to rechoose your options again.

PLAY AS AKUMA (PLAYER ONE)

Select the 2 Player VS Mode put the cursor on Spiral. then move to the characters in the following order. Silver Samuri, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samuri. Wait one second then press the Weak Kick + Fierce Punch+ Fierch Kick.

PLAY AS AKUMA (PLAYER TWO)

Select the 2 Player VS Mode put the cursor on Storm, then move to Cyclops, Colossus, Iceman, Sentinel, go left to get to Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral, then wit one second and press Weak Kick + Fierce Punch + Firece Kick .

After the code has been entered, all you have to

do to continue as Akuma is hold down Top Left + Top Right + X + Y + Z and press Start at the continue screen.

MARVEL SUPER HEROES ADVERT

On the second controller press Start + A + C and you will see an ad for Marvel Super Heroes.

IUGGERNAUT CODE

(JAPANESE VERSION ONLY)

In a VS game you can play as the juggernaut by first inputing the Akuma code, and then tapping left-up twice on the D-pad after you select your character (the screen where you choose the background and handicap).

BEAT UP A REATEN OPPONENT

After you have beaten your opponent, hit Start and you'll be able to move around. Now you can beat your downed opponent. Humiliating. Very humiliating.

SCREEN MODE

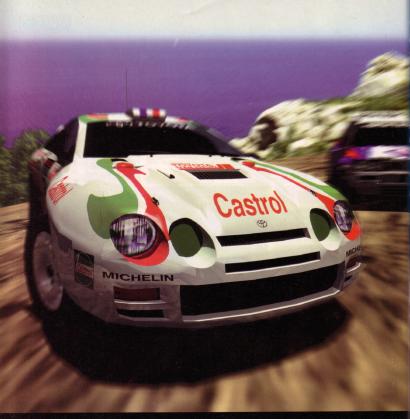
There's a hidden "Screen Mode" cheat in X-Men, as well as Night Warriors. To do it, just do the same as before: Go



to the options screen, hold Top Left and Top Right and tap Up then Down repeatedly until the option appears.

FIGHT EXTRA TOUGH AKUMA

If you think you're really good at the game, you can fight against an extra-hard CPU controlled Akuma. We don't know the exact way at the moment, but you'll get him if you do this: Play the game on level 8 difficulty and get at least 4 perfect victories in the final round. This will summon Akuma to fight you just before Juggernaut.



Game Over

Yeah !!!



The party









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...but the Dream goes on.

Rich

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